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Move Tool

The **Move Tool** allows you to select objects on your page. Once selected, the Move Tool allows you to move, rotate, and resize your selected object, as well as change its properties.

 Use the **Shift** key with the tool to constrain objects to Vertical, Horizontal or diagonal (45°).

 Tool shortcut key: **V**.

 With the **Node Tool** enabled, double-clicking an object activates the **Move Tool** and vice versa; great for quickly repositioning objects in your design.

Settings

The following settings are available on the context toolbar when **no objects** are selected:

- **Auto-select**—when enabled, automatic selection is made on both the page and the Layers panel; when disabled, selection is made from the Layers panel only. When enabled, several auto-select options are available from an adjacent menu.
 - **Default**—objects and groups can be selected on the page or Layers panel.
 - **Objects**—only objects can be selected on the page, while grouped items will be selected as if ungrouped; both groups and layers can be selected from Layers panel.
 - **Groups**—only groups can be selected on the page; both groups and layers can be selected from Layers panel.
- **Document Setup**—displays a pop-up panel for adjusting document settings.
- **Settings** (or **Preferences**)—provides access to the Preferences dialog for advanced app settings.

The following settings are available on the context toolbar when **individual objects** are selected (other settings are shown conditional on the type of object selected):

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.

- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
- **Line style**—click to display a pop-up panel to set the **Width** and line style.
- **Lock Children**—when unchecked, a child object will proportionally transform as its parent is transformed. When checked, any child object(s) will not be affected by a transformed parent. The latter is great for maintaining the size, position and aspect ratio of a clipped picture when resizing its parent. Use the **Spacebar** key to temporarily override the current Lock Children state while the key remains pressed.
- **Group**—converts selected objects into a group for easier selection and modification.*
- **Ungroup**—splits selected group into individual objects for focused manipulation.*
-  **Enable Transform Origin**—displays a movable transform origin about which the object can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Align Horizontal**—align objects according to **Left** or **Right** edges, or by **Center**. Single objects align in relation to page edge.
- **Align Vertical**—align objects according to **Top** or **Bottom** edges, or by **Middle**. Single objects align in relation to page edge.

 *Nested groups can be created when an existing group is part of a selection being grouped. If these nested groups are ungrouped, the previously grouped objects remain within their original group. To split a nested group into individual objects (removing all previous groups), from the **Layer** menu, select **Ungroup All**.

The following settings are available on the context toolbar when a placed image or document is selected:

- **Image/document information**—Displays the image's or document's native dimensions and its placed DPI and percentage scaling; use the drop-down arrow to edit DPI or scaling, or reset to original size (100% scaling).
- **PageBox**—choose from the following:
 - **TrimBox**—the page displayed to the page edge.
 - **BleedBox**—the page with bleed or printer marks shown.
 - **Minimum Content**—the bounding box of the object(s) in the document.
 - **Minimum Visible Content**—As for Minimum Content but the bounds of any hidden objects are also taken into account.
 - **Maximum Content**—the bounding box of the object(s) including the object's control handles outside the box.
 - **Maximum Visible Content**—As for Maximum Content but the bounds of any hidden objects are also taken into account.
- **Artboard**—select an artboard to display (Designer document).
- **Spread**—select a spread to display (PDF or Publisher document).
- **Edit Image/Edit Document**—click to open a separate window from which you can edit your placed (or framed) image or document.
- **Replace Image/Replace Document**—click to display a pop-up panel from which you can select a file to replace the current placed (or framed) image or document.

 Under **Preferences>Tools**, the **Move Tool Aspect Constrain** option can be used to specify whether or not to constrain the aspect ratio by default when resizing. The option can also be set to automatic, letting the software decide based on the selected content.

SEE ALSO:

[Selecting objects](#)

[Keyboard shortcuts for tools](#)

Node Tool

The **Node Tool** is used to edit existing curves and shapes.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—click to access stroke properties such as stroke style, width, cap, join and align, as well as arrowhead styles and manual pressure profiles.
-    **Convert**—converts the selected node into a **Sharp**, **Smooth**, or **Smart node**.
- **Action**—Manipulates the curve(s):
 -  **Split Curve After Node** adds a new node at the midpoint of one of the curve segments of the currently selected node, depending on the current curve orientation (indicated by a red-line indicator). Use **Reverse Curve** to change this curve orientation.
 -  **Break Curve** opens the shape at the selected node.
 -  **Close Curve** joins the start and end nodes to create an enclosed shape.
 -  **Smooth Curve** modifies a line or shape, by adding and removing nodes, to create a rounder and softer curve effect.
 -  **Join Curves** connects two separate curves together to make one curve. Curves need to be both selected with the **Shift** key using either the Node Tool or **Ctrl** key as you draw.
 -  **Reverse Curve** reverses the direction the curve was drawn in.
- **Transform**—Transforms the selected node(s):
 -  **Transform Mode**—when selected, creates a bounding box around the selected nodes, allowing them to be transformed as a group.
 -  **Enable Transform Origin**—displays a movable transform origin about which the selection box can be rotated.
 -  **Hide Selection while Dragging**—when selected, the selection box is temporarily hidden when transforming. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
 -  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across

the page. You can drag the handles to position the center or edges of the selected object in line with this guide.

-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Selection Box From Curves**—when selected, the selection box encompasses and includes all curves that extend outside the array of currently selected nodes.
- **Snap**—Controls node snapping:
 -  **Align to nodes of selected curves**—aligns any moving node you drag to any other node on the same or a different curve.
 -  **Snap to geometry of selected curves**—will snap moving node to the same or different curve's path or node.
 -  **Snap all selected nodes when dragging**—will snap multiple selected nodes, when dragging, to a "target" node on any selected curves.
 -  **Align handle positions using snapping options**—will snap a control handle using any of the snapping criteria currently set in Global snapping, e.g. to grid, guide, object geometry, key points, spread, margin, etc.
 -  **Perform construction snapping**—allows control handle snapping:
 - inline with adjacent node.
 - to 90° from inline.
 - to reflected angle with adjacent control handle.
 - parallel to adjacent control handle.
 - 90° to parallel control handle.
 - to logical triangle.

These options are independent of the global [snapping](#) options.

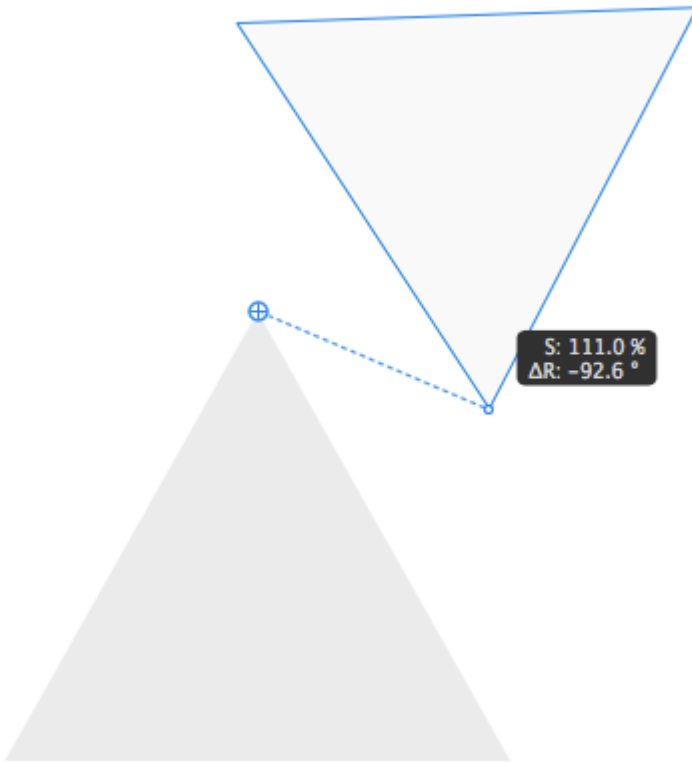
- **View:**
 -  **Show Orientation**—displays the segment leading up to the end node in red to help visualize the direction of the closed shape's outline (used for winding fill mode); the drawing direction is away from the red-line indicator.

 If a geometric shape is selected rather than a curve, the Node Tool's context toolbar will show options applicable to a selected geometric shape rather than the options listed above.



Point Transform Tool

The **Point Transform Tool** lets you scale or rotate a selected object from any of its nodes about a positioned transform origin.



The object is snapped to another object and rotated about its transform origin.

The Point Transform Tool is especially suited to transforming an object about not only its own geometry (or chosen node) but that of another object's geometry. The point of transformation is always the object's transform origin which can be repositioned onto the same or other object's geometry (or chosen node); you can drag from a node on your object to transform about the transform origin.

When dragging an object with the **Point Transform Tool** active, a dotted line relative to the transform origin will appear, and the object's relative scale and rotation will be displayed as it is transformed.

💡 While using the tool, the **Transform** panel changes functionality to report distances (ΔX , ΔY), scaling percentage (S) and angle (ΔR) pertinent to the current transform.



The Transform panel with the Point Transform Tool active.

💡 Tool shortcut key: **F**

The **Point Transform Tool** can also be used in isometric (axonometric) transformations, relative to the current grid plane. This makes it easy to snap to a specific point, scale between the focal point and any given point on a curve, and rotate a point on the curve about a given focal point. The transform center point uses the same point assigned by the custom transform origin in the **Move Tool**, but can easily be assigned to a new point on the curve by clicking or dragging it to any location.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Text Baseline Mode**—when selected, text objects will display a baseline which can be used to transform the text.
- **Snap**—Controls node snapping:
 -  **Align to nodes of selected curves**—will horizontally or vertically align any node you drag to any other node on the same or a different curve.
 -  **Snap to geometry of selected curves**—will snap dragged nodes to the same or different curve's path (or node).

SEE ALSO:

[Transforming objects](#)

Contour Tool

The **Contour Tool** lets you offset the stroke of a curve or shape.

The tool offsets the object's original outline; the stroke moves with the newly offset outline but its width remains unchanged. The object's outline can be moved inwardly or outwardly (more typically) by dragging.

 Tool shortcut key: **O**.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—the line thickness in points. Type directly in the text box or drag the pop-up slider to set the value.
- **Radius**—sets the radius of the contour, i.e. the distance that the object's outline will be offset.
- **Contour type**—Select a contour type (Round, Bevel or Miter) to determine the contour of sharp corners. With **Miter** joins, the **Miter** limit setting dynamically controls if beveling occurs by extending each line at the junction by the number or radius multiples. If the two outer edges meet within that limit, the result is a sharp corner; if not, you'll get a flat (Bevel) corner.
- **Miter**—sets the limit to which the extension of miter joins will create either sharp or flat corners. Contour Type must be set to Miter.
- **Cap**—set the cap ends to **No cap**, **Round cap** or **Square cap**. Use on an already contoured curve's end nodes.
- **Fill**—set the shape's fill to **Auto closed**, **Force open** or **Force closed**.
- **Bake Appearance**—converts the contoured object to curves. The created contour will no longer be editable if this option is selected.

SEE ALSO:

[Contouring curves and shapes](#)

[Edit curves and shapes](#)

Corner Tool

The **Corner Tool** rounds sharp corners on geometric shapes, or on lines and shapes drawn with the Pen Tool.

Rounded corners are created by dragging from a sharp corner node inwards or outwards to form a ring around which the rounded corner will be shaped. The more you drag, increasing the radius, the more pronounced the corner.

 Tool shortcut key: **C**

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
- **Corner type**—offers a choice of corner types that you can round a corner with. Choose from **None**, **Rounded** (fillet), **Straight** (chamfer), **Concave** (scallop), or **Cutout**.
- **Radius**—sets the distance from the sharp node to the rounded corner.
- **Bake Appearance**—converts the rounded corner to curves. The created corner will no longer be editable if this option is selected.

SEE ALSO:

[Cornering shapes](#)

[Draw curves and shapes](#)

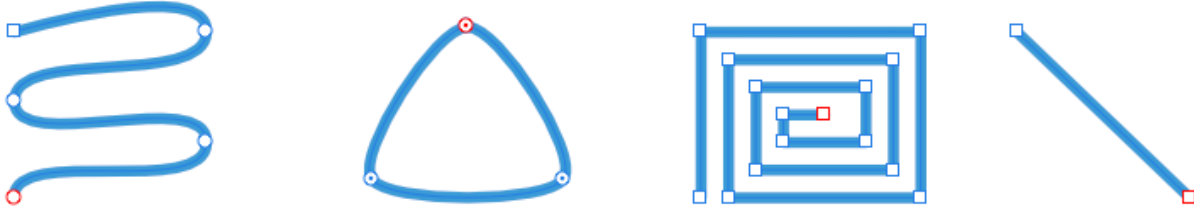
[Edit curves and shapes](#)

[Converting objects to curves](#)

[Keyboard shortcuts for tools](#)

Pen Tool

The **Pen Tool** is used to precisely draw curves, closed shapes and straight lines.



Pen Mode, Smart Mode, Polygon Mode, Line Mode

It lets you draw straight lines or curves as a single segment (like a section) or multiple segments. Segments are delimited by 'on-curve' nodes which possess 'off-curve' control handles. These handles can be lengthened, shortened and moved to control the shape of the curve.

 Tool shortcut key: **P**

It has seven modes which are available to select in the context toolbar. Each mode changes how the line is drawn.

Pen Mode

The most powerful and precise mode used to create bézier curves and shapes with smooth or sharp corners and nodes.

Smart Mode

Easily create flowing curves and shapes by clicking and placing nodes.

Polygon Mode

Used to draw straight lines with sharp nodes and shapes with straight edges.

Line Mode

Used to draw single-segment straight lines that self terminate.



Preserve Selection When Creating New Curves

Used in conjunction with any one of the other modes, it keeps the previously drawn curve(s) selected so that their nodes and geometry can be more easily snapped to as you draw.



Add New Curve To Selected Curves Object

Used in conjunction with any one of the other modes, it creates additional curves on the same layer as the initial curve.



Rubber Band Mode

Used in conjunction with any one of the other modes, it previews the next segment to be drawn before placement of the new node. Your cursor position is followed.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—click to access stroke properties such as stroke style, width, cap, join and align, as well as arrowhead styles and manual pressure profiles.
- **Mode**—switches between the available modes (see above).
-    **Convert**—converts the selected node into a **Sharp**, **Smooth**, or **Smart** node.
- **Action**—Manipulates the curve(s):
 -  **Split curve(s) after selected node(s)** adds a new node at the midpoint of one of the curve segments of the currently selected node, depending on the current curve orientation (indicated by a red-line indicator). Use **Reverse Curve** to change this curve orientation.
 -  **Break Curve** opens the shape at the selected node.
 -  **Close Curve** joins the start and end nodes to create an enclosed shape.
 -  **Smooth Curve** modifies a line or shape, by adding and removing nodes, to make it rounder and softer.
 -  **Join Curves** connects two separate curves together to make one curve. Curves need to be both selected with the **Shift** key using either the Node Tool or **Ctrl** key as you draw.
 -  **Reverse Curves** reverses the direction the curve was drawn in.
- **Snap**—Controls node snapping:

-  **Align to nodes of selected curves**—will horizontally or vertically align any node you drag to any other node on the same or a different curve.
-  **Snap to geometry of selected curves**—will snap dragged nodes to the same or different curve's path (or node).
-  **Snap all selected nodes when dragging**—will snap multiple selected nodes, when dragging, to a "target" node on any selected curves.
-  **Align handle positions using snapping options**—will snap a control handle using any of the snapping criteria currently set in Global snapping, e.g. to grid, guide, object geometry, key points, spread, margin, etc.
-  **Perform construction snapping**—allows control handle snapping:
 - inline with adjacent node.
 - to 90° from inline.
 - to reflected angle with adjacent control handle.
 - parallel to adjacent control handle.
 - 90° to parallel control handle.
 - to logical triangle.

These options are independent of the global [snapping](#) options.

- **View:**

-  **Show Orientation**—displays the segment leading up to the end node in red to help visualize the direction of the closed shape's outline (used for winding fill mode); the drawing direction is away from the red-line indicator.

- **Style**—choose from the following options:

-  **Use line style**—when enabled, the outer line of the shape drawn can be edited using the options in the **Stroke** panel.
-  **Use fill**—when enabled, the concave area of the line is filled with the color you select from the revealed **Fill** color swatch as you draw.

SEE ALSO:

[Node Tool](#)

[Draw curves and shapes](#)

[Edit curves and shapes](#)

[Snapping](#)

[Grids](#)

[Keyboard shortcuts for tools](#)

Pencil Tool

With the **Pencil Tool** you can create a hand-drawn look by drawing freehand, variable width, lines as if you were drawing on paper.

As you draw, nodes are created automatically along the stroke which can optionally be smoothed as you draw by enabling the **Stabilizer** feature. A **Sculpt** mode also lets you reform or continue your pencil stroke at any time, although you can use the **Node Tool** to edit too. When using a combination of sculpting and Use Fill, you can form conjoined pencil strokes that can take a fill with the stroke's concave area.

Its variable width lines can be controlled either by velocity—most useful when drawing with a mouse—or by pressure—for use when drawing with a pressure sensitive pen tablet.

Adjusting the tool's appearance

Line styles are applied using the **Stroke** panel. For brush textures, pick a brush from the **Brushes** panel.

 Tool shortcut key: **N**

Settings

The following settings can be adjusted from the context toolbar:

- **Stroke**—the color of your stroke. Click the color swatch to select from solid colors, a picked color, color gradients or from your preset or custom color swatches.
- **Width**—the line thickness in points. Type directly in the text box or drag the pop-up slider to set the value.
-  **Sculpt**—when enabled, any selected pencil stroke can be reshaped or continued; the former by drawing new start and end stops anywhere along the pencil stroke, the latter by drawing from either stroke end node.
- **Auto close**—choose from the following options:
 - **Off**—when enabled, you can continue applying strokes without closing the curve when the cursor approaches close to the curve's start node; opposite to the "Always" option.
 - **Near**—when enabled, you can close the curve when the cursor approaches close to the curve's start node.

- **Far**—when enabled, you can close the curve when the cursor's position is further from the curve's start node.
 - **Always**—when enabled, the curve is always closed, irrespective of the distance between the end points.
 - **Smoothness**—depending on the qualities of the initial stroke, you can fine-tune its curvature (or jagged nature) by setting the value.
 - **Controller**—controls whether the tool is sensitive to real pressure (*Pressure*) or speed of mouse movement (*Velocity* or *Inverse Velocity*). Select *None* to use neither.
 - **Stabilizer**—enables stroke stabilization using one of two modes:
 -  **Rope mode**—drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope *Length* (radius) values by redirecting the slackened rope.
 -  **Window mode**—smoothes the stroke by averaging sampled input positions within a *Window* whose size is configurable.
 - **Style**—choose from the following options:
 -  **Use line style**—when enabled, the outer line of the shape drawn can be edited using the options in the **Stroke** panel.
 -  **Use fill**—when enabled, the concave area of the line is filled with the color you select from the revealed **Fill** color swatch as you draw.
 - **Keep selected**—when enabled (default), the new stroke layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.
-

SEE ALSO:

[Draw pencil lines](#)

[Edit curves and shapes](#)

[Node Tool](#)

[Pen Tool](#)

[Stroke panel](#)

[Keyboard shortcuts for tools](#)



Stroke Width Tool

The **Stroke Width Tool** lets you edit the pressure profile of curves created with line tools, typically the Pencil Tool, but also the Pen Tool and Vector Brush Tool.

The tool lets you add or edit pressure points on a curve by clicking or moving them on the curve. At any selected point you can set the stroke width which, along with other points, forms the pressure profile along the curve's length; the stroke width is set by dragging a point's handle inwards (or outwards).

 Tool shortcut key: **W**

Settings

The following settings can be adjusted from the context toolbar:

- **Options:**
 -  **Lock Line Weight**—when enabled, the maximum width cannot exceed 100% of the currently set stroke width. When disabled, the width can exceed the current stroke width (>100% pressure) without restriction. For the latter, the Stroke panel's pressure chart will be rescaled to accommodate the exceeded stroke width.
 -  **Lock Point Reordering**—when enabled, a pressure point cannot be dragged past any already placed point; when disabled, the pressure point order can be swapped.
- **Snap**—controls node snapping:
 -  **Snap to Curve Nodes**—when enabled, nodes (shown with a white fill) will be visible so you can snap pressure points to them.
 -  **Snap to Widths on Same Curve**—if pressure point(s) already exist on the curve, then enabling this option, plus holding the **Shift** key, will snap to any previously set stroke width.

These options are independent of the global [snapping](#) options.

- **Reset Profile**—click to remove any pressure profile applied to the stroke, reverting back to a uniform stroke width.

SEE ALSO:

[Edit on-page pressure profiles](#)

Knife Tool

The **Knife Tool** lets you draw a freehand or straight cutting line across any open curve or shape to split the object up into smaller fragments. A scissor-cut feature also lets you click on any open curve to break the curve at a chosen node or anywhere on a curve segment; a polycurve is created.

 Tool shortcut key: **K**

Settings

The following settings can be adjusted from the context toolbar:

- **Options**—various cutting options include:
 -  **Straight Line**—when enabled, a straight knife stroke can be drawn across your object from a fixed position.
 - **Auto close**—choose from the following options:
 - **Off**—when enabled, you can continue applying strokes without closing the curve when the cursor approaches close to the curve's start node; opposite to the "Always" option.
 - **Near**—when enabled, you can close the curve when the cursor approaches close to the curve's start node.
 - **Far**—when enabled, you can close the curve when the cursor's position is further from the curve's start node.
 - **Always**—when enabled, the curve is always closed, irrespective of the distance between the end points.
 - **Smoothness**—depending on the qualities of the initial stroke, you can fine-tune its curvature (or jagged nature) by setting the value.
- **Stabilizer**—enables stroke stabilization using one of two modes:
 -  **Rope mode**—drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope *Length* (radius) values by redirecting the slackened rope.
 -  **Window mode**—smoothes the stroke by averaging sampled input positions within a *Window* whose size is configurable.

SEE ALSO:



Vector Brush Tool

With the **Vector Brush Tool** you can create a hand-painted look by painting freehand, variable width, lines and shapes as if you were painting on paper. Its vector characteristics means you can edit the stroke at any time.

Its variable width lines can be controlled either by velocity—most useful when drawing with a mouse—or by pressure—for use when drawing with a pressure-sensitive device.

The **Vector Brush Tool**, located on the Tools panel, paints by scaling or repeating an image along a path (line).

As you paint, nodes are created automatically and can be edited with the **Ctrl** key or at any time with the **Node Tool**.

The tool uses many of the standard line settings to control the appearance of the applied stroke. Brush types are applied using the **Brushes** panel.

💡 With any brush tool selected, you can quickly decrease or increase the size (width) of your brush by holding **Ctrl** and **Alt** then dragging left or right, respectively. If the brush tool has a hardness attribute, this can be adjusted in a similar way by holding **Ctrl** and **Alt** then dragging up or down.

Settings

The following settings can be adjusted from the context toolbar:

- **Color**—the color of your brush stroke. Click the color swatch to select from solid colors, a picked color, color gradients or from your preset or custom color swatches.
- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush stroke is. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the Brushes dialog to access advanced brush settings.
- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the

latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.

- **Blend Mode**—changes how the stroke's color interacts with existing colors on a layer. Select from the pop-up menu.
 - **Controller**—controls how the brush stroke responds to various inputs:
 - Brush Defaults—the brush variance and controller settings stored with the currently selected brush are used. Click **More** on toolbar to access.
 - Automatic—the input device (pen tablet, Force Touch device, mouse) is detected and the brush will work automatically with that device, using the brush variance settings but ignoring the brush controller setting. You can operate devices interchangeably.
 - Pressure—brush stroke is only responsive to pressure from a pen tablet, using the brush variance settings but ignoring the brush controller setting.
 - Velocity—brush stroke is only responsive to speed of mouse movement.
-

SEE ALSO:

[Painting brush strokes](#)

[Pencil Tool](#)

[Pen Tool](#)

[Node Tool](#)

[Brushes Panel](#)

[Stroke Panel](#)

[Pressure sensitivity](#)

[Keyboard shortcuts for tools](#)



Gradient Tool

The **Gradient Tool** allows you to adjust the fill and line colors applied to vector and text objects.

Although you can use the Gradient Tool to apply solid colors to an object's fill or stroke, its true power lies in its ability to apply and modify gradients.

 You can also apply a gradient to pixel layers, adjustment layers and layer masks using the Gradient Tool.

 You can also apply bitmap fills to objects, allowing you to add a bitmap image from an external source (like a pattern or texture) which can then be transformed on the object.

Settings

The following settings can be adjusted from the context toolbar:

- **Context**—allows the adjustment of either the **Fill** or **Stroke** color of the selected object.
- **Type**—converts the object's color type. For example, from **None** to **Linear**. From here, you can also apply a **Solid** or **Bitmap** fill.
- Select, pick, and modify the object's solid or gradient color—click the color swatch to display a pop-up panel. See the [Color panel](#), [Swatches panel](#), and [Gradient and bitmap fills](#) topics for more information on the settings available.
-  **Rotate gradient**—rotates the applied gradient by 90°.
-  **Reverse gradient**—the end stops swap places. (All intermediate stops are also repositioned accordingly.)
-  **Maintain fill aspect ratio**—if this option is off (default), the end stops can be resized separately which changes aspect ratio. When selected, the end stops are locked to keep the aspect ratio (i.e. changing one will automatically update the other). This setting affects only elliptical and bitmap fills.
- **Extend**—for bitmap fills only, these settings control how to present the bitmap fill's tile:
 - **Wrap**—repeats the bitmap outwards from a centrally set node; when it is smaller than the shape it is filling, it is tiled over to fill it.

- **Mirror**—repeats the bitmap outwards from a centrally set node; the option aids smooth transition and seamless presentation of the bitmap fill while resizing, however this can be easily moved by dragging to a new position.
 - **Repeat**—used to achieve symmetrical and seamless patterns, which can be stacked infinitely.
 - **Zero**—places the bitmap centrally without it repeating. This option is helpful for positioning the image within a shape or a frame, i.e. to establish its starting point, before deciding on a repeating Extend method.
 - **Quality**—for bitmap fills only, these settings control the quality of the fill when scaling the object:
 - **Nearest**—the quickest method to use while picture scaling at a cost of some image quality loss, however improved speed. This variant does not employ pixel interpolation, and so results in a sharper yet more jagged image.
 - **Bilinear**—similar to **Nearest**, however using a sophisticated interpolation technique while filling in empty pixels. Here, rather than copying the nearest pixel, the process uses adjacent pixels and this results in a considerably smoother scaling.
 - **Lanczos3**—may be used to seamlessly interpolate the value of samples or as a low-pass filter, which should result in an even smoother transition of pixels. It is also approximately similar to the bicubic method of interpolation.
 - **Scale with object**—for bitmap fills only, when checked, the bitmap fill will scale in proportion to its object being rescaled; when unchecked, you'll avoid any unwanted shrinking or stretching of your bitmap fill during object rescaling.
-

SEE ALSO:

[Transparency Tool](#)

[Selecting colors](#)

[Gradient and bitmap fills](#)

[Keyboard shortcuts for tools](#)

Vector Flood Fill Tool

The **Vector Flood Fill Tool** allows you to fill in areas of your design, creating new shapes with solid, gradient or bitmap fills. The tool is located on the Tools panel.

Once you've loaded a fill, the tool lets you flood areas formed from pre-selected overlapping shapes or curves. You can drag across multiple areas to flood fill or click on individual areas. You can also quickly recolor individual shapes whether selected or not.

For raster work (via **Pixel Persona**), an equivalent feature is available by using the **Flood Fill Tool**.

To find out more about the use of this tool, look at the [Flooding areas](#) topic.

 Tool shortcut key: **R**

Settings

The following settings can be adjusted from the context toolbar:

- **Insertion mode**—controls where created shapes are placed in relation to original shapes.
 -  **Inside**—creates new shapes and places them inside existing shapes where possible.
 -  **In-between**—creates new shapes from areas formed by overlapping shapes and inserts them between the target shape and the shape above.
- **Fill mode**—three modes let you control how you flood with *semi-transparent* fills or bitmaps with alpha. Solid fills will always replace any current semi-transparent fill(s).
 -  **Add on top**—flood fills are added on top of the current fill, creating a stack that can be managed via the **Appearance** panel.
 -  **Smart refill**—like Add on Top, but the same fill can only be applied once to the stack; this is useful to avoid flooding with the same fill twice when dragging across areas. For example, the same 'alpha' bitmap texture can't be used multiple times.
 -  **Knockout**—the flood fill replaces the current fill.
- **Options**—filling options let you set how areas are filled:
 -  **Fill to Visible Boundaries**—when enabled, the fill extends to the outline of a shape or a curve's path, ignoring edges formed by overlapping. If the fill color across areas is the same then flooding will extend to the whole area automatically. When disabled (default), the edges created by overlapping can be filled to as well as to the outline of a shape or a curve's path.

- **Fit mode**—only displays for applied bitmap (e.g., raster textures) or gradient fills. These can be scaled according to one of several behaviors:
 - **Max Fit**—the bitmap/gradient fill is automatically scaled to fill the entire area without distorting it. Some of its contents may be cropped.
 - **Min Fit**—the bitmap/gradient fill is automatically scaled to be completely visible within the area.
 - **Stretch**—the bitmap/gradient fill is automatically scaled to be completely visible and fill the entire area. It may be noticeably distorted, depending on the relative proportions of it and the area.
 - **None**—the bitmap/gradient fill is not scaled to fit the area.
 -  **Set Bitmap Fill**—click to load an image as a bitmap fill from Files or Photos; click to apply the fill to an area.
-

SEE ALSO:

[Flooding areas](#)

[Flood Fill Tool](#)

[Keyboard shortcuts for tools](#)

Transparency Tool

The **Transparency Tool** allows you to apply and edit transparency gradients to vector and text objects. The tool is located on the **Gradient Tool** flyout.

Gradient transparencies are represented by a path that shifts from solid to checkerboard coloring, connected by stops. The transparency of each stop represents the opacity/transparency value of that point in the gradient, from fully opaque to fully transparent.

 The Transparency Tool affects the gradient transparency of an object only—both stroke and fill are affected equally. It has no options for color, as distinct from the **Gradient Tool**.

 Solid transparency can be applied from the **Color** panel or **Swatches** panel using the **Opacity** slider. To swap from gradient to solid transparency, Select 'None' from the context toolbar's Type pop-up menu, then apply Opacity from either tab to the selected object.

Settings

The following settings can be adjusted from the context toolbar:

- **Type**—converts the object's transparency type to **None**, **Linear**, **Elliptical**, **Radial**, or **Conical**.
- Select, pick, and modify the object's gradient transparency—click the swatch to display a pop-up panel. See the [Gradient and bitmap fills](#) topic for more information on the settings available.
-  **Rotate gradient**—rotates the applied gradient by 90°.
-  **Reverse gradient**—the end stops swap places. (All intermediate stops are also repositioned accordingly.)
-  **Maintain fill aspect ratio**—if this option is off (default), the end stops can be resized separately which changes aspect ratio. When selected, the end stops are locked to keep the aspect ratio (i.e. changing one will automatically update the other). This setting affects only **Elliptical** fills.

SEE ALSO:

[Transparency](#)



Artboard Tool

The **Artboard Tool** allows you to add, move and resize [artboards](#) within a document.

Settings

The following settings can be adjusted from the context toolbar:

- **Size**—sets the preset size of the artboard to be added to the pasteboard.
- **Insert Artboard**—adds a new artboard to the pasteboard.

SEE ALSO:

[Artboards](#)

Place Tool

The **Place Tool** adds an image or document to your page at its default or custom dimensions.

▼ To place an image:

1. Click the **Place Tool**.
2. In the pop-up dialog, navigate to and select a file, and click **Open**.
3. Do one of the following:
 - Click to place the image at its default, displayed size.
 - Drag on the document to set the size and position of the image.

Once your image is placed, the Move Tool's context toolbar can be used to scale, replace or tint the image, and adjust its properties.

SEE ALSO:

[Placing content](#)

[Move Tool](#)

Vector Crop Tool

The **Vector Crop Tool** allows you to remove portions of a selected object (or grouped objects) non-destructively and to specific aspect ratios. Images can also be cropped.

▼ To apply a crop:

With the **Vector Crop Tool** selected, do any of the following:

- Drag a corner handle to apply a crop from the selected corner.
- Drag from an edge handle to apply a vertical or horizontal crop from the chosen edge.

▼ To reposition objects within a crop area:

- With the **Vector Crop Tool** selected, drag within the crop area.



Modifier keys

When using the Vector Crop Tool, the following modifier keys can be used while applying a crop:

- The **Shift** key constrains the object's aspect ratio during cropping. You can use this modifier when cropping an image from an edge handle.
- The **Alt** key temporarily disables global snapping.
- The **Ctrl** key applies the crop from the center.
- Upon starting the rotation process, pressing the right mouse button lets you rotate the crop area around its opposite handle.

These modifiers can be used in combination.

SEE ALSO:

[Rotating and shearing objects](#)

[Snapping](#)

Shape Builder Tool

The **Shape Builder Tool** adds separate shapes together to make more complex shape designs. Shape areas can also be deleted.

The tool lets you initially select objects to be included in the shape building operation. By default, you can then select 'candidate' shape areas within that selection and add, delete or create them as a final step.

Adding and creating both produce a new combined shape but adding replaces the original shape areas, while creating forms a new object and retains the original shapes.

 Tool shortcut key: **S**

Settings

The following settings can be adjusted from the context toolbar:

- **Action**—enables one of three shapebuilding modes:
 -  If disabled, you can build up selected areas, then click this option to *add* them together once final selections are made; when enabled, shape areas are automatically added together in one operation according to the chosen drag method. For either state, the original object are replaced by the new combined shape.
 -  If disabled, you can build up selected areas and then *remove* them by clicking this option; when enabled, areas are selected and deleted in one operation as you click.
 -  As for the Add operation but a shape copy is *created*, leaving the original objects intact rather than removing them.
- **Drag method**—choose between using a freehand line, straight line or selection marquee to select areas or select-and-add areas in one operation.
- **Clean up**—offers menu options to automatically remove unwanted curves and shape areas when shapebuilding:
 - **None**—no removal of internal curves, connected curves or shape areas occurs.
 - **Internal curves**—parts of open curves extending into areas will be removed.
 - **Connected curves**—open curves extending over selected/unselected area boundaries will be removed.

- **All unused geometry**—shapes and open curves, both inside and outside of the selected area, will be removed.
 - **Use style from first selected area**—when checked, object styles (including fill/stroke color, layer effects and stroke properties) are carried over to the new areas from the area you begin dragging from or drawing a marquee selection; dragging from outside the selected objects will only pick up the currently set default stroke/fill. When unchecked, the currently set default stroke/fill will be applied to all areas.
-

SEE ALSO:

[Adding objects by shape building](#)



Color Picker Tool

The **Color Picker Tool** allows you to [sample](#) colors from anywhere on your document or screen.

Sampled (or picked) colors from the Color Picker Tool are stored in the swatch next to the tool's icon on the **Color** or **Swatches** panel.



Tool shortcut key: **I**

Settings

The following settings can be adjusted from the context toolbar:

- **Apply to Selection**—when selected (default), the picked color will automatically apply to the selected object's Fill or Stroke, depending on which color selector is active on the Color or Swatches panel. When this option is off, the picked color is not automatically applied.
- **Source**—determines from where the tool can pick colors—**Current Object** restricts picking to the currently selected object; **Global** picks from all objects, irrespective of layer and selection.
- **Radius**—Choose to sample from directly under the cursor (Point 1x1) or from differently sized square areas where the color is averaged.

SEE ALSO:

[Sampling colors](#)

[Keyboard shortcuts for tools](#)



Style Picker Tool

The **Style Picker Tool** allows you to sample style attributes from an object or text and quickly apply them to other objects and text.

Using the Style Picker Tool

Style attributes are sampled by clicking an object or a character in text. Sampling **loads** the clicked item's attributes onto the tool.

Sampling from text loads the paragraph style, character style and any local formatting applied at the precise character that is clicked.

Settings on the context toolbar allow you to select which of the loaded style attributes will be applied to other objects and text ranges. Select **All** or **None**. You can also choose any combination of:

- **Stroke**
- **Fill**
- **Layer Opacity**
- **Layer Effects**
- **Character Settings**—character style and any local formatting from the sampled character.
- **Paragraph Settings**—paragraph style and any local formatting from the sampled character.
- **Object Settings**—miscellaneous style attributes not encompassed by the others, such as contours, text frame settings and picture frame settings.

Your selection of attributes on the context toolbar can be modified at any time. For example, you might want to apply all attributes to a shape object but only the fill to artistic text.

The selected attributes are applied by clicking an object or selecting a text range.

💡 Alternatively, you can firstly select multiple objects and secondly sample style attributes to apply to the selection. This can be advantageous in complex layered documents because the selection can be made using either or both the document view and the **Layers** panel.

With styling loaded onto the tool, you can drag a selection marquee around objects to apply it to them.

Unloading style attributes

To sample new style attributes, you must **unload** any currently loaded attributes from the tool. This can be done by clicking **Unload** on the context toolbar or pressing the Esc key. The tool is then ready to sample from a new object or text.

Alternatively, hold down the Alt key and immediately sample from a new object or text.

Settings

The following settings can be adjusted from the context toolbar:

- **Unload**—when clicked, previously sampled style attributes are discarded, allowing you to sample from a new object or character in text.
- **All**—when clicked, all style attributes on the context toolbar are selected, allowing you to quickly apply all or a large subset of them.
- **None**—when clicked, all style attributes on the context toolbar are deselected, allowing you to quickly choose a small subset of them to be applied.
- **Stroke**—when selected, the loaded stroke style and stroke color will be applied to objects and text ranges you interact with. When deselected, these attributes will not be applied.
- **Fill**—when selected, the loaded fill color will be applied to objects and text ranges you interact with. When deselected, this attribute will not be applied.
- **Layer Opacity**—when selected, the loaded layer opacity will be applied to objects and text ranges you interact with. When deselected, this attribute will not be applied.
- **Layer Effects**—when selected, the currently loaded layer effects will be applied to objects and text ranges you interact with. When deselected, layer effects will not be applied.
- **Character Settings**—when selected, the currently loaded character styles and local formatting will be applied to text ranges you interact with. When deselected, these attributes will not be applied.
- **Paragraph Settings**—when selected, the currently loaded paragraph styles will be applied to text ranges you interact with. When deselected, these attributes will not be applied.
- **Object Settings**—when selected, currently loaded miscellaneous style attributes will be applied (where suitable) to objects and text ranges you interact with. When deselected, these attributes will not be applied.



Modifier keys

When using the Style Picker Tool, the following modifier keys can be used to speed up the workflow:

- The **Alt** key discards the currently loaded style and samples from the clicked object or character.
- The **Ctrl** key applies the currently loaded style to the whole text frame instead of the clicked word or selected text range.

SEE ALSO:

[Selecting colors](#)

[Layer opacity](#)

[Using layer effects](#)

[Styles](#)

[Using text styles](#)

[Keyboard shortcuts for tools](#)

[Settings \(or Preferences\)](#)



Measure Tool

The **Measure Tool** lets you measure the distance between objects, between an object and a page element (e.g., a placed guide, the page center or the page edge) or between guides. This can be done vertically, horizontally or diagonally.

The tool also lets you scale your document or the currently selected artboard by either setting a scale factor (e.g., 1:100, 1cm:1km) or by scaling to a known distance (e.g., 10 meters) on a currently measured object dimension.

 Measurements are not permanently displayed, are non-printable and are not saved with your document.

Settings

The following settings can be adjusted from the context toolbar:

- **Drawing Scale**—sets the drawing scale for the document or currently selected artboard. By default, all measurements are made using this scale setting.
- **Assign Drawing Scale**—with a current measurement in place, click to enter a 'real world' dimension from which the drawing scale will be calculated.

SEE ALSO:

[Measuring](#)

[Importing CAD documents](#)

[Drawing scale](#)



Area Tool

The **Area Tool** lets you measure the area, total perimeter length or specific segment lengths of an object when you hover over it.

As well as individual objects, you can measure multiple objects' areas by selecting them. The tool will also calculate object areas with holes in them, without the hole being included in the measurement.

The tool also lets you scale your document or the currently selected artboard by either setting a scale factor (e.g., 1:100, 1cm:1km) or by scaling to a known distance (e.g., 10 meters) on a currently measured object dimension.

 Area measurements are not permanently displayed, are non-printable and are not saved with your document.

Settings

The following settings can be adjusted from the context toolbar:

- **Drawing Scale**—sets the drawing scale for the document or currently selected artboard. By default, all measurements are made using this scale setting.
- **Perimeter Mode**—calculates perimeter length, on hover over of any curve segment, using one of two modes:
 -  **Full edges**—measurements are based on the entire perimeter length, encompassing all of its segments.
 -  **Cusped Segments**—measurements are based on the length of a specific hovered-over straight-line segment (i.e., cusped).
- **Area/Perimeter/Including holes** readouts—displays these measurement types for one or more objects when they are selected.

SEE ALSO:

[Measuring](#)

[Importing CAD documents](#)

[Drawing scale](#)



Paint Brush Tool

The **Paint Brush Tool** lays down pixels on the page, creating strokes with antialiased edges. This creates a natural transition between the stroke and the surrounding pixels.

Its variable width lines can be controlled either by velocity—most useful when drawing with a mouse—or by pressure—for use when drawing with a pressure-sensitive device.

About the Paint Brush Tool

Other brush-based tools in Pixel Persona use similar settings to control the appearance of the applied pixels, although there may be slight variations.

Most brushes use a soft, round nozzle as their default. Alternative styles can be selected from the **Brushes** panel.

💡 With any brush tool selected, you can quickly decrease or increase the size (width) of your brush by holding **Ctrl** and **Alt** then dragging left or right, respectively. If the brush tool has a hardness attribute, this can be adjusted in a similar way by holding **Ctrl** and **Alt** then dragging up or down.

💡 With any brush tool selected in Pixel Persona, you can quickly change the opacity of your brush using numerical keys. For more information, see the [Transparency](#) topic.

When using the **Paint Brush Tool** on a RAW or image layer, a new nested pixel layer is created with the strokes applied onto it. This aids non-destructive, layer-based workflows whereby the newly created layer can be switched off from view to investigate the effects of painting quickly. This also aids layer data management as the original image or RAW layer is not rasterized.

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. Type directly in the text box or drag the pop-up slider to set the value.

- **Flow**—how fast the pixel brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the pixel brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the Brushes dialog to access advanced brush settings.
- **Force pressure**—Click to control brush size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Stabilizer**—enables stroke stabilization using one of two modes:
 -  **Rope mode**—drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope *Length* (radius) values by redirecting the slackened rope.
 -  **Window mode**—smoothes the stroke by averaging sampled input positions within a *Window* whose size is configurable.
- **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
- **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
- **Lock**—when checked, prevents the symmetry line from being moved.
- **Blend Mode**—changes how the applied pixels interact with existing pixels on a layer. Select from the pop-up menu.
- **Wet Edges**—builds paint up along the edges of your pixel brush stroke, producing a watercolor effect. Check **Custom** and either apply a preset **Standard profile** or draw a custom profile using the chart; both subtly changes how watery the stroke appears.
- **Protect Alpha**—when checked, you are not able to paint on the current layer's transparent regions.

 The tool can be associated with a particular brush when editing it in the **Brushes** panel. For more information, see the [Modifying brushes](#) topic.

SEE ALSO:

[Painting pixel brush strokes](#)

[Brushes Panel](#)

[Pressure sensitivity](#)

[Keyboard shortcuts for tools](#)



The **Pixel Tool** draws pixel-aligned, hard-edged lines. This is in contrast to the **Paint Brush Tool** which may have a slight pixel variance due to its antialiasing.

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the line thickness in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. Type directly in the text box or drag the pop-up slider to set the value.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the [Brushes](#) dialog to access advanced brush settings.
- **Force pressure to control size**—Click to control brush stroke size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.
- **Blend mode**—changes how the applied pixels interact with existing pixels on a layer. Select from the pop-up menu.
- **Protect Alpha**—when checked, you are not able to paint on the current layer's transparent regions.
- **Alternate**—changes the behavior of the alternate modifier (**Ctrl**-Click):
 - **Erase**—erases created pixels.
 - **Background color**—temporarily switches to the background color in the swatch.
 - **Undo from snapshot**—paints-in from a chosen snapshot (see [Using snapshots](#)).



Modifier keys

As you paint pixel strokes, the following modifier key can be used:

- When pressed, the **Ctrl** key alters pixel strokes using the **Alternate** setting that has been selected (this is set to **Erase** by default).

SEE ALSO:

[Paint Brush Tool](#)

[Painting pixel brush strokes](#)

[Keyboard shortcuts for tools](#)



Erase Brush Tool

You can erase from any area of your image, including any vector objects, using the **Erase Brush Tool**. Erased pixels become transparent.



When using the **Paint Brush Tool** on a RAW or image layer, a new mask layer is created with the strokes applied onto it. This aids non-destructive, layer-based workflows whereby the newly created layer can be switched off from view to investigate the effects of erasing quickly.

Settings (or Preferences)

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. 100% opacity erases pixels completely on the first pass. A lower opacity only partially erases the pixels.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the [Brushes](#) dialog to access advanced brush settings.
- **Force pressure to control size**—Click to control brush stroke size with pressure if using a pressure-sensitive device. This overrides brush defaults.

- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.
 - **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
 - **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
 - **Lock**—when checked, prevents the symmetry line from being moved.
 - **Wet Edges**—builds paint up along the edges of your pixel brush stroke, producing a watercolor effect. Check **Custom** and either apply a preset **Standard profile** or draw a custom profile using the chart; both subtly changes how watery the stroke appears.
-

SEE ALSO:

[Vector Brush Tool](#)

[Paint Brush Tool](#)

[Painting pixel brush strokes](#)

[Assistant Preferences](#)

[Layer masking](#)

[Keyboard shortcuts for tools](#)



Flood Fill Tool

The **Flood Fill Tool** allows you to fill in areas of your page, selection, or object with a single click.

The **Flood Fill Tool** works by replacing the color of pixels on the current layer with the Fill color set on the **Color** panel. The pixels affected are determined by the following:

- The color of the pixel under the tool when you click on your page.
- Whether the pixels are within the same selection area.
- The pixels are directly connected to the clicked pixel or any others that are affected.
- The tool's **Tolerance** and **Blend Mode** settings (see below).

Settings

The following settings can be adjusted from the context toolbar:

- **Tolerance**—sets the range of pixels affected (filled) when a pixel is clicked. For lower tolerance settings, pixels must be very close in value to the clicked pixel. For higher tolerance settings, pixel color can vary widely from the clicked pixel. Clicking and dragging on a pixel will adjust the tolerance.
- **Contiguous**—if enabled, the flood will only be applied to affected pixels that are in the same area of the page. If disabled, the flood will be applied to all the pixels that match the tolerance setting regardless of where they are on the page.
- **Blend mode**—determines how the Fill color and pixels in the filled area are combined, like when [blending the contents of two or more layers](#). When set to **Normal**, the Fill color simply replaces pixel colors in the filled area.
- **Source**—choose whether the tool determines the area to be filled by inspecting pixels in the current layer, the current layer and all those below it, or only layers beneath the current one.

SEE ALSO:

[Gradient Tool](#)

[Keyboard shortcuts for tools](#)

View Tool

The **View Tool** is used to move the visible portion of your document in the **document view**.

The context toolbar for the View Tool also contains the tools to change the zoom level of your document.

If you double-click on the View Tool's icon on the Tools panel, the zoom will be set to 'Fit'.

 Tool shortcut key: **H**
Hot key panning: **Spacebar**

 You can never pan so far that your design disappears out of view, regardless of current zoom level.

Settings

Zoom settings are changed on the context toolbar.

- Set a zoom level. Select from the pop-up menu.
- Drag the slider to adjust the zoom level.
- Set a unit of measurement. Select from the pop-up menu.

SEE ALSO:

[Pan/Scroll the document view](#)

[Zoom Tool](#)

[Keyboard shortcuts for tools](#)

Zoom Tool

The **Zoom Tool** is used to change the zoom level of your page in the **document view**.

If you double-click on the Zoom Tool's icon on the Tools panel, the zoom will be set to 100%, where document pixels map directly to screen pixels.

 Tool shortcut key: **Z**

 By default, the tool offers 'scrubby' zoom, which means you drag left or right to zoom out or in, respectively. To change behavior to zoom to marquee region, from the **Affinity Designer** menu, select **Settings** (or **Preferences**) (Tools option).

Settings

The following settings can be adjusted from the context toolbar:

- **Zoom**—sets a zoom level. Select from the pop-up menu or drag the slider to adjust the zoom level.
- **Units**—sets a unit of measurement. Select from the pop-up menu.

SEE ALSO:

[Zooming](#)

[View Tool](#)

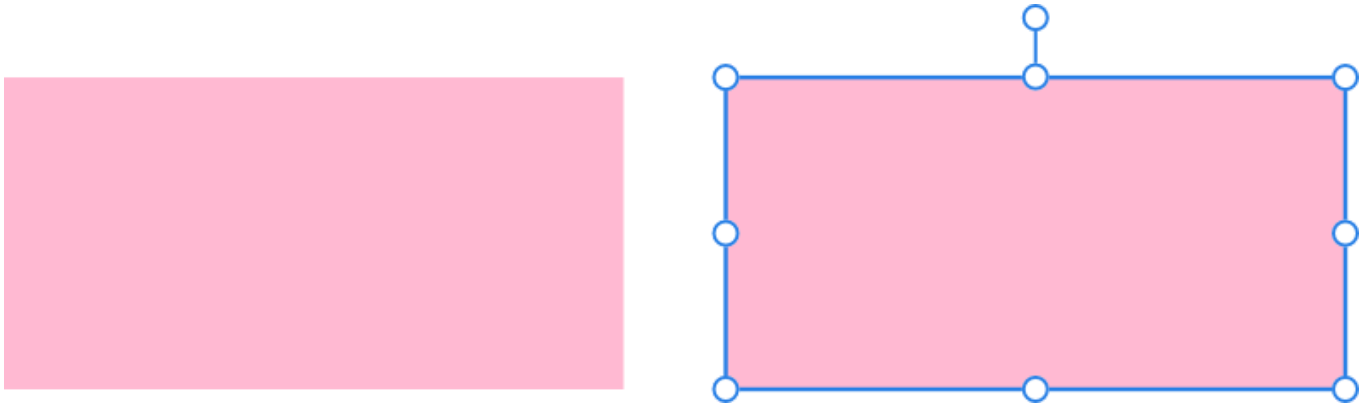
[Viewing](#)

[Document units](#)

[Keyboard shortcuts for tools](#)

Rectangle Tool

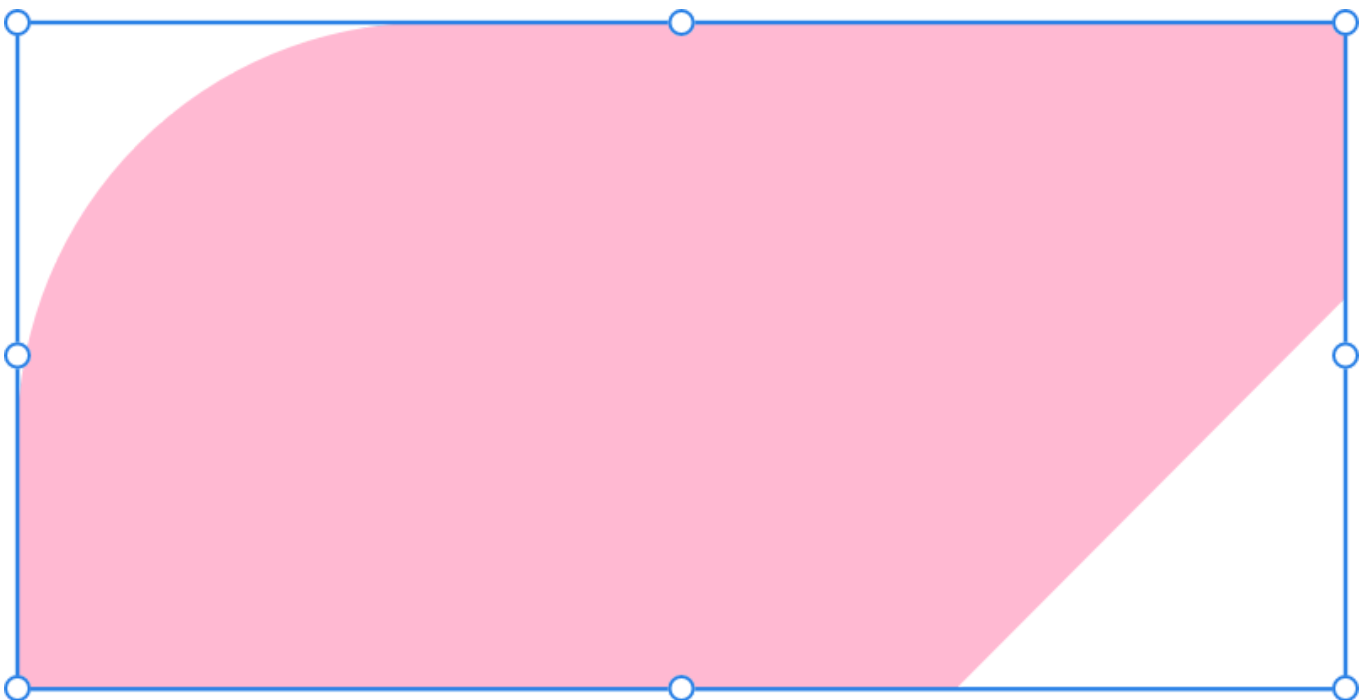
Rectangles are commonly used when drawing and are arguably one of the most used shapes in artwork and design. The **Rectangle Tool** makes it extremely quick and easy to draw rectangles and squares.



Default shape before customization.

Customization

The context toolbar's **Single radius** option can be used to allow one of several corner types to be applied selectively to any corner. Once applied, the displayed red handle can be dragged to control the corner radius.



Two possible outcomes when the options are customized—selective rounded and mixed corner shapes.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Single radius**—when selected (default), allows you to modify all four corners simultaneously by setting one radius. If this option is off, you can set each corner radius individually and change corner type.
- **Absolute sizes**—by default, the corner radius is specified as a percentage of the object and scales as the object is resized. When selected, this option allows you to specify the corner radius in units. If the object is resized, the corner radius remains the same instead of scaling with the object.
- **Corner**—sets the style and radius of the rectangle's corners. You can choose a Rounded (fillet), Straight (chamfer), Concave (scallop) or Cutout option. You can also alter the radius of your selected corner type by adjusting the percentage slider or manually entering a new percentage.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

[Rounded Rectangle Tool](#)

[About geometric shapes](#)

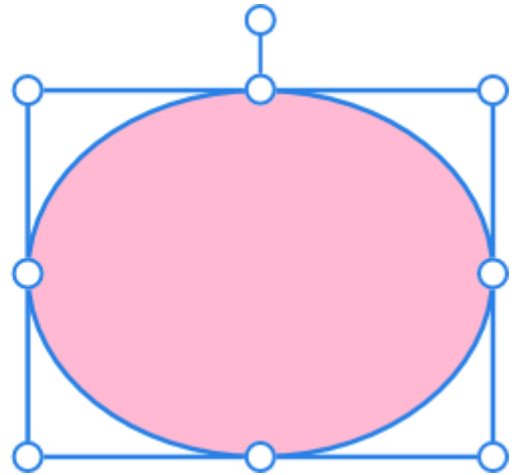
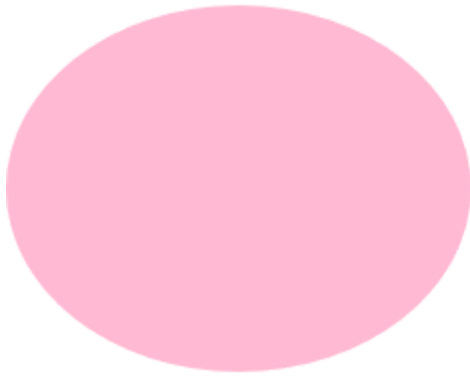
[Draw and edit shapes](#)

[Callout Rounded Rectangle Tool](#)

[Keyboard shortcuts for tools](#)

Ellipse Tool

An ellipse is a useful object and one that is virtually impossible to create freehand. The **Ellipse Tool** takes the hassle out of creating circles and ellipses.



Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
- **Convert to Donut**—Swaps the ellipse for a donut shape.
- **Convert to Pie**—Swaps the ellipse for a pie shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the

bounding box.

-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 Tool shortcut key: **M**. This also cycles through to select the **Rectangle** and **Rounded Rectangle** Tools.

 To reset any red handle to its default position, simply double-click the handle.

Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

[About geometric shapes](#)

[Draw and edit shapes](#)

[Crescent Tool](#)

[Donut Tool](#)

[Pie Tool](#)

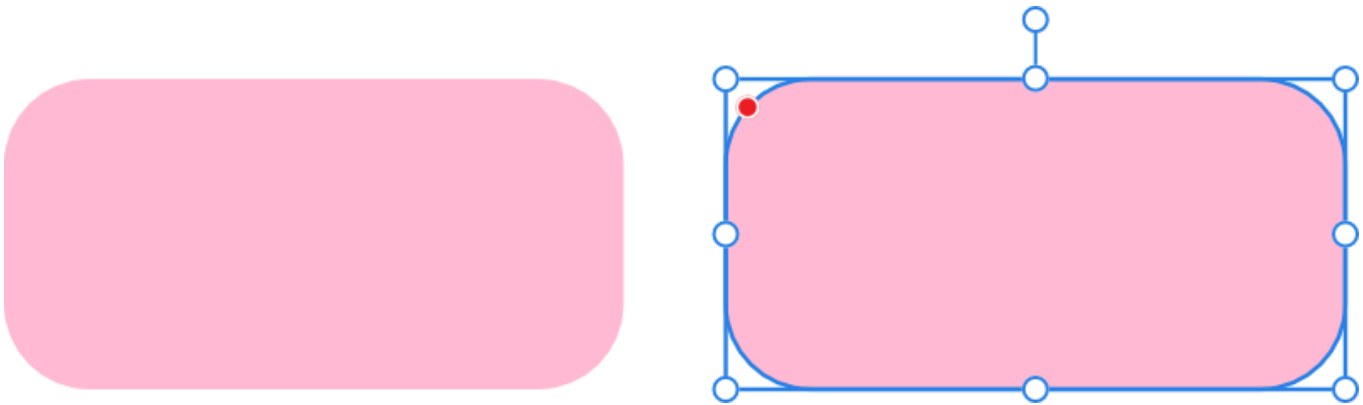
[Segment Tool](#)

[Callout Ellipse Tool](#)

[Keyboard shortcuts for tools](#)

Rounded Rectangle Tool

The **Rounded Rectangle Tool** provides an easy way to create rectangles with rounded corners.

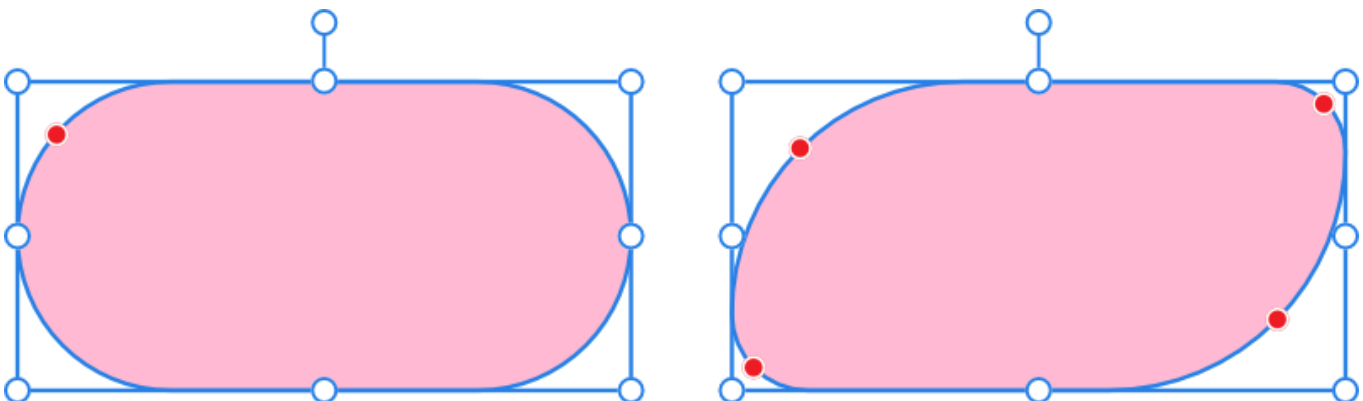


Default shape and handle position (in red) before customization.

 Tool shortcut key: **M**. This also cycles through to select the **Rectangle** and **Ellipse** Tools.

Customization

The **Rounded Rectangle Tool** has several options on the shape and on the context toolbar to enable the radius of the corners to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Single radius**—when selected (default), allows you to modify all four corners simultaneously by setting one radius. If this option is off, you can set each corner radius individually and change corner type.
- **Absolute sizes**—by default, the corner radius is specified as a percentage of the object and scales as the object is resized. When selected, this option allows you to specify the corner radius in units. If the object is resized, the corner radius remains the same instead of scaling with the object.
- **Corner**—sets the style and radius of the rectangle's corners. You can choose a Rounded (fillet), Straight (chamfer), Concave (scallop) or Cutout option. You can also alter the radius of your selected corner type by adjusting the percentage slider or manually entering a new percentage.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.

Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

[About geometric shapes](#)

[Draw and edit shapes](#)

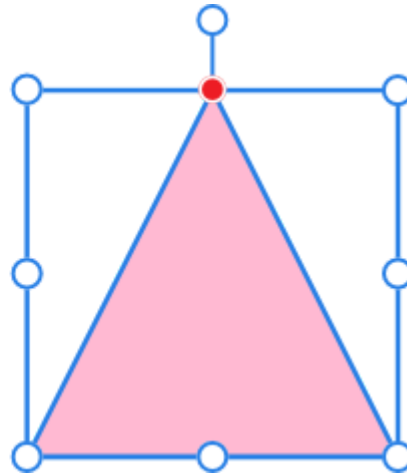
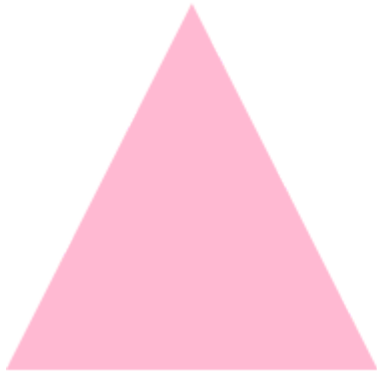
[Rectangle Tool](#)

[Callout Rounded Rectangle Tool](#)

[Keyboard shortcuts for tools](#)

Triangle Tool

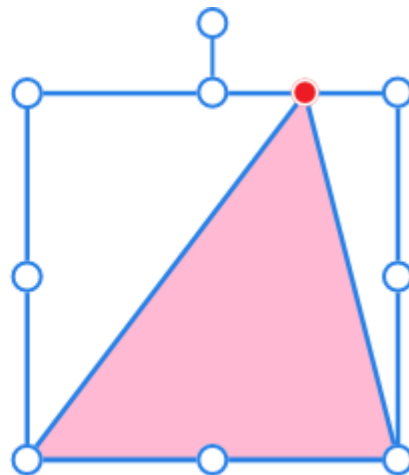
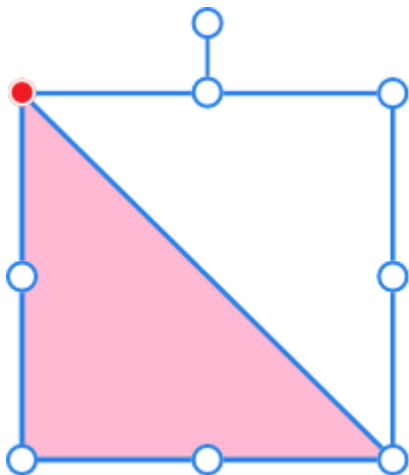
Create all types of triangles including true isosceles and right-angle triangles easily with the Triangle Tool.



Default shape and handle position (in red) before customization.

Customization

The **Triangle Tool** offers a handle on the shape and options on the context toolbar to enable the triangle to be modified.



Two possible outcomes when the option is customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Top point**—controls the position of the top point of the triangle from left (0%) to right (100%), with 50% representing a central point.
- **Mirror**—updates the above settings to give a reversed (flipped) version of the current shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.



Isosceles, right-angled and equilateral triangles

- To create an isosceles triangle, set the top point to 50%.
- To create a right-angled triangle, set the top point to either 0% or 100%.
- To create a true equilateral triangle (where all three sides are the same length), use the **Polygon Tool**. Ensure that you constrain the shape with the **Shift** key as you draw, and then set the number of sides to 3 on the context toolbar.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

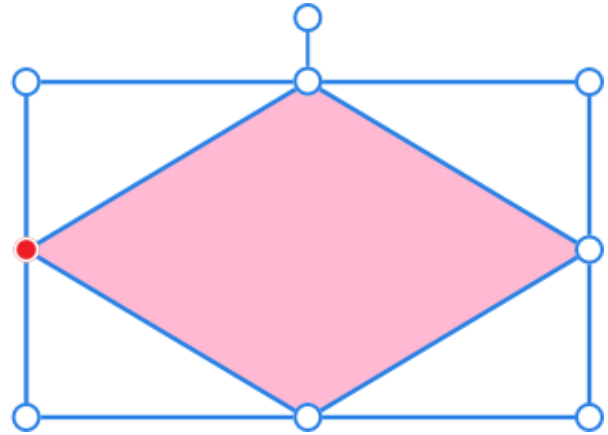
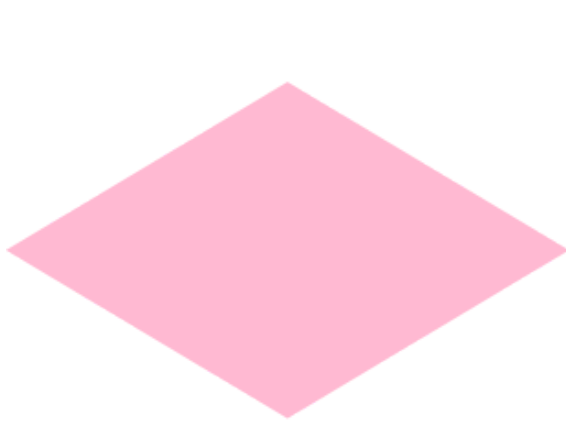
[About geometric shapes](#)

[Draw and edit shapes](#)

[Polygon Tool](#)

Diamond Tool

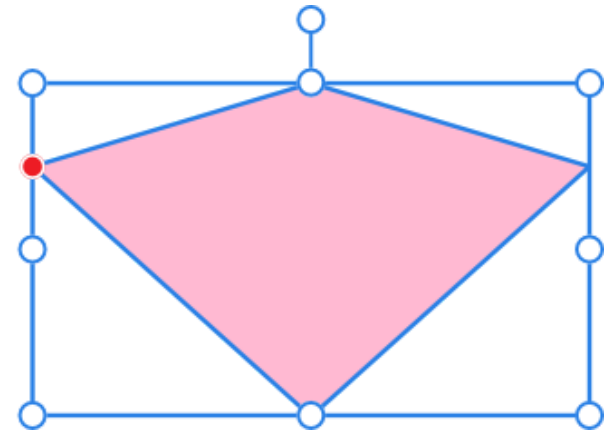
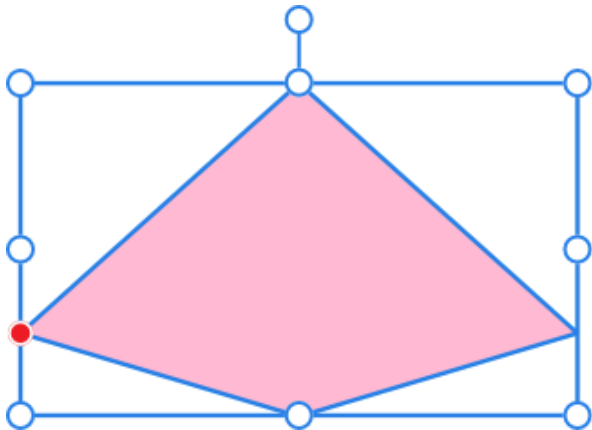
Easily create diamonds, rhombuses and kites with the **Diamond Tool**.



Default shape and handle position (in red) before customization.

Customization

The **Diamond Tool** has the option on the shape and on the context toolbar to change the height of the midpoint to create a kite shape.



Two possible outcomes when the option is customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.

- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Mid point**—controls the position of the midpoints of the sides of the shape from bottom (0%) to top (100%), with 50% representing a central point.
- **Mirror**—updates the above settings to give a reversed (flipped) version of the current shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

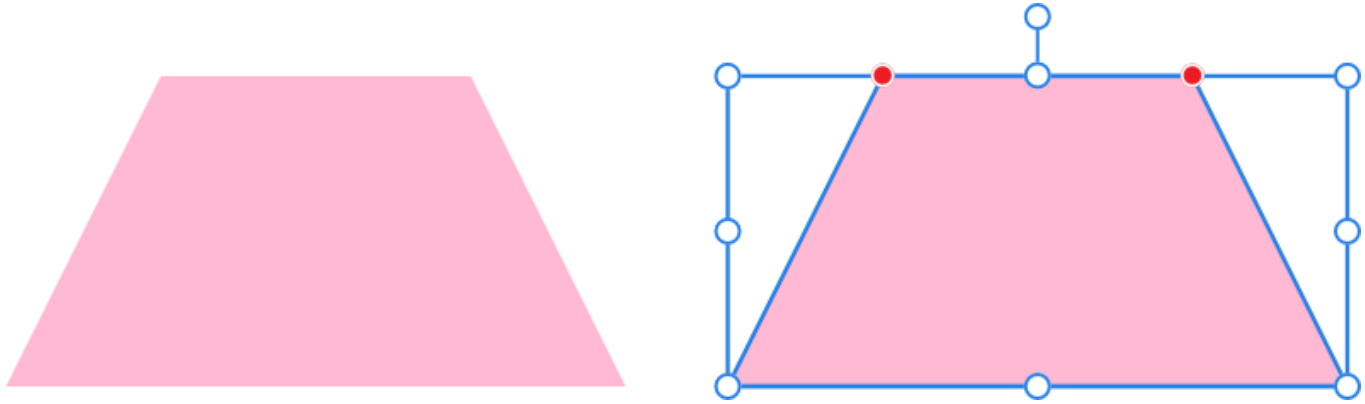
SEE ALSO:

[About geometric shapes](#)

[Draw and edit shapes](#)

Trapezoid Tool

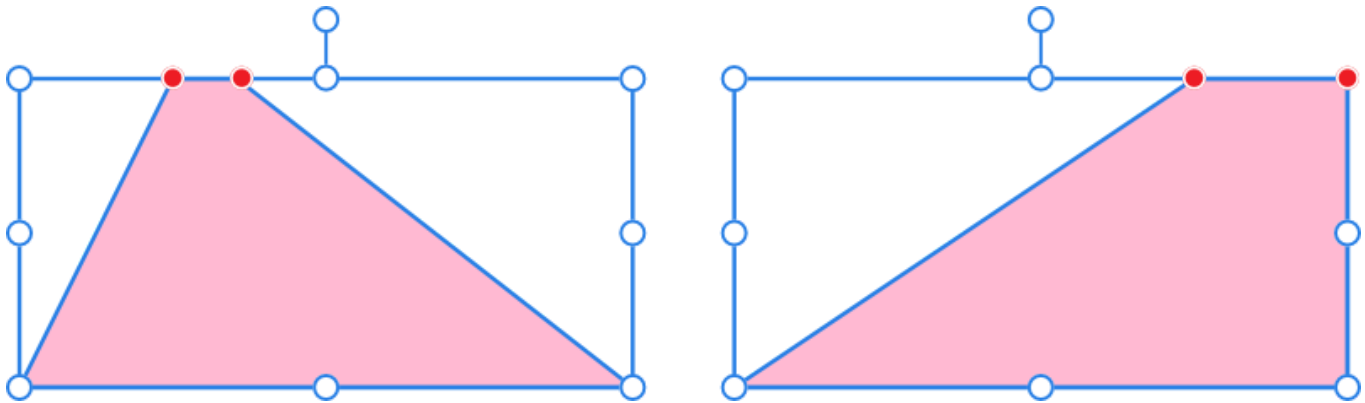
Easily create trapezoids with the **Trapezoid Tool**.



Default shape and handle position (in red) before customization.

Customization

The **Trapezoid Tool** has options on the shape and on the context toolbar to change the position of the top corners. This sets the length of the top edge (base) and the angles of the lateral sides (legs).



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.

- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Left/Right point**—controls the position of the top-left/right corner of the trapezoid from left (0%) to right (100%), with 50% representing a central point.
- **Mirror**—updates the above settings to give a reversed (flipped) version of the current shape.
- **Negate**—updates the above settings to give the inverse (opposite) of the current shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 The left point cannot be positioned further to the right than the current position of the right point, and vice versa.

 To reset any red handle to its default position, simply double-click the handle.



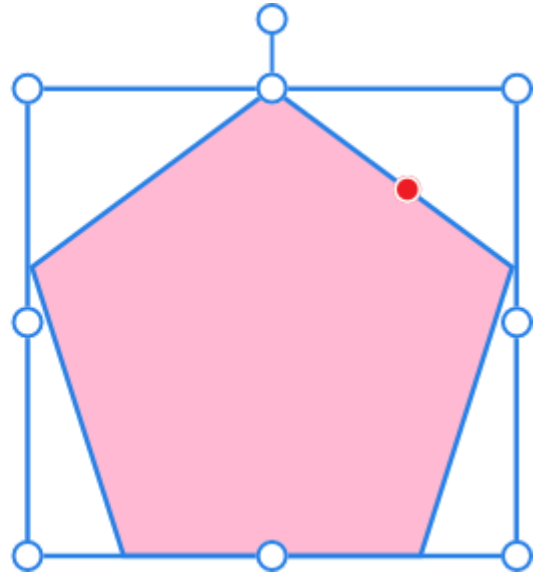
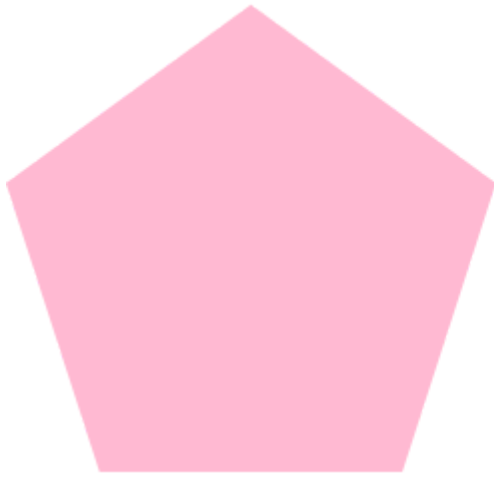
Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

Polygon Tool

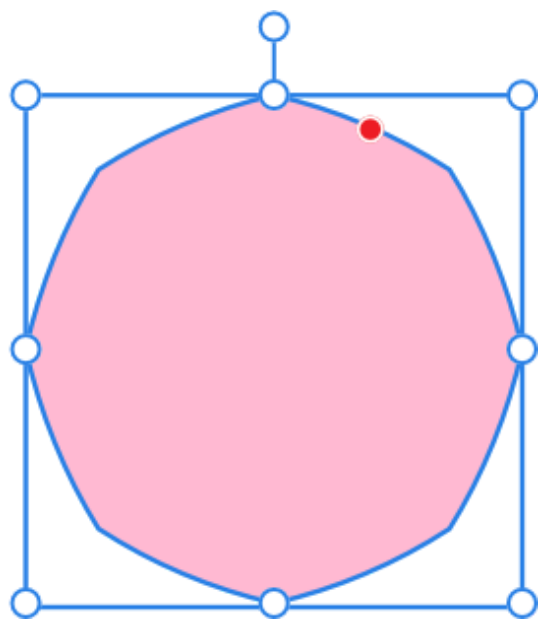
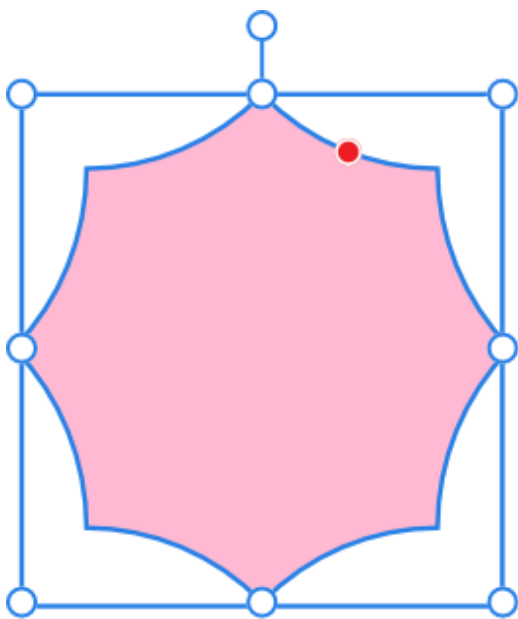
The **Polygon Tool** enables you to create useful multi-sided geometric shapes.



Default shape and handle position (in red) before customization.

Customization

The **Polygon Tool** has several options on the shape and on the context toolbar to enable the number of sides, and the side curvature to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Sides**—sets the number of sides (and angles) of the polygon.
- **Curve**—sets the convex or concave nature of the sides of the polygon. The percentage curve available is determined by the number of sides. For straight sides, set to 0%.
- **Smooth points**—applies smoothing to the points of the polygon, resulting in the appearance of a continuous curve. This only applies when the curve of sides is greater than 0%.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.



Equilateral triangles

To create a true equilateral triangle (where all three sides are the same length), use the **Polygon** shape tool. Ensure that you constrain the shape with the **Shift** key as you draw, and then set the number of sides to 3 on the context toolbar.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

[About geometric shapes](#)

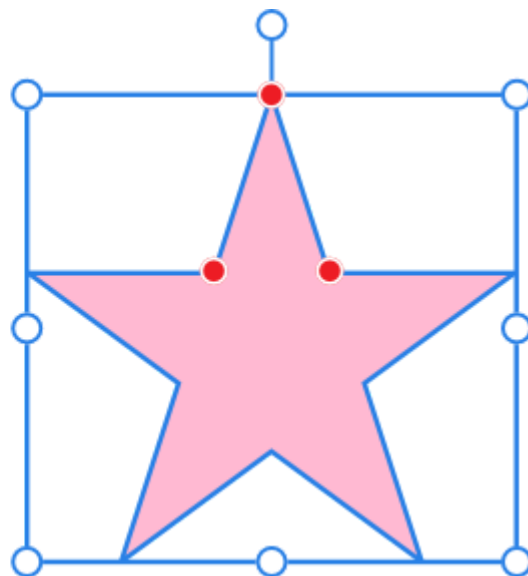
[Draw and edit shapes](#)

[Triangle Tool](#)

[Diamond Tool](#)

Star Tool

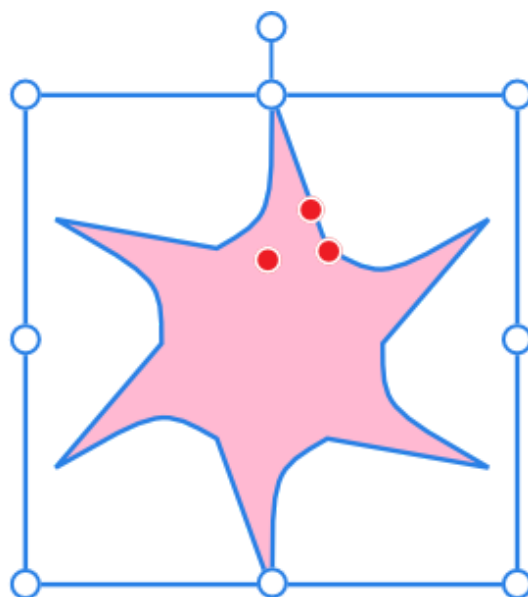
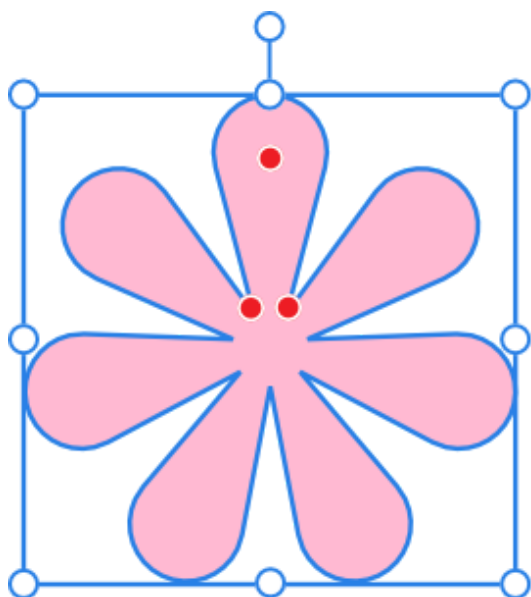
The **Star Tool** enables you to create all sorts of stars quickly and easily. The added controls even makes it possible to add curved sides to create alternative shapes.



Default shape and handle position (in red) before customization (with Curved edges enabled).

Customization

The **Star Tool** has several options on the shape and on the context toolbar to enable the number of points, the inner radius (length of points) and the curvature of the left and right sides of the points to be controlled.



Two possible outcomes when the options are customized (with Curved edges enabled).

Settings

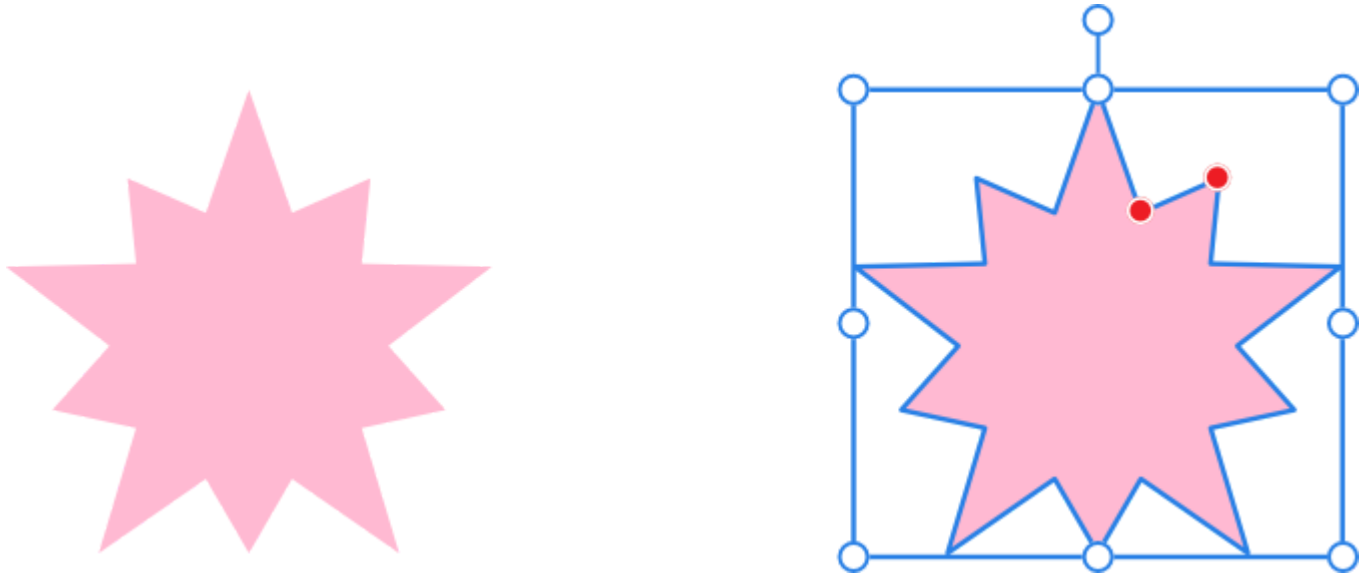
The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Curved edges**—when checked, the sides of the star's points can be curved using the **Left/Right curve** settings.
- **Points**—sets the number of protrusions on the shape.
- **Inner radius**—controls the length of the points relative to the center of the star.
- **Outer circle/Inner circle**—sets the roundness at the point's tips or inner vertices.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.

Double Star Tool

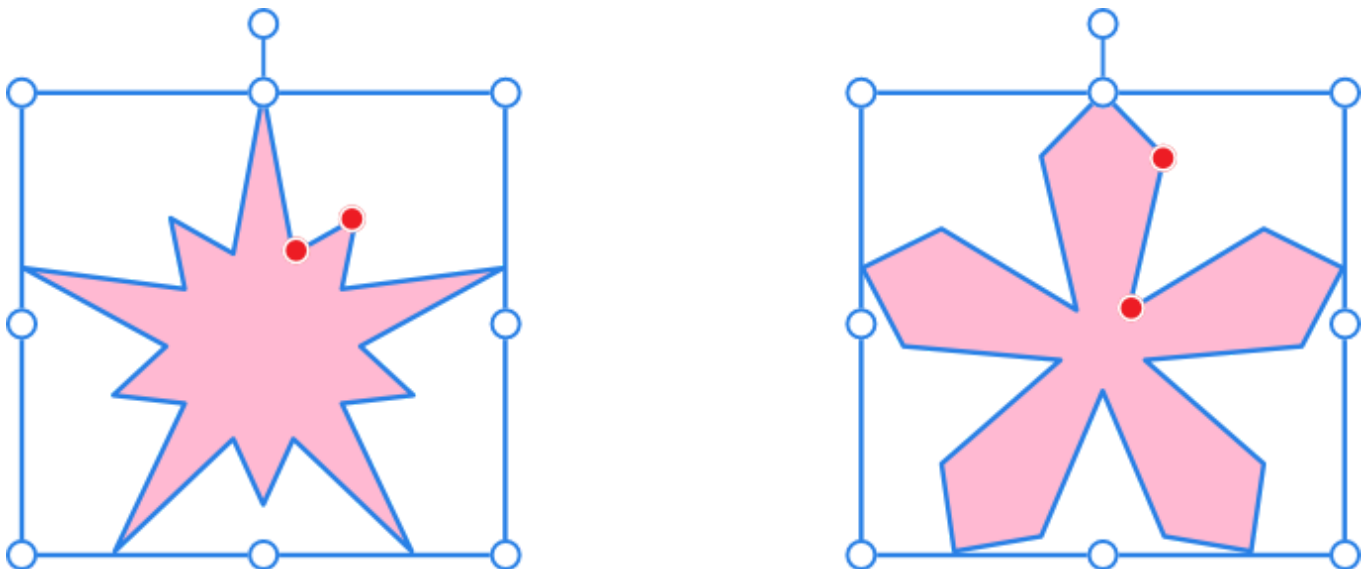
The **Double Star Tool** enables you to create all sorts of stars quickly and easily. The **Double Star Tool** can have different values for its primary and secondary points to create a unique appearance.



Default shape and handle position (in red) before customization.

Customization

The **Double Star Tool** has several options on the shape and on the context toolbar to enable the number of (primary) points and the inner radius (length of points) of the primary and secondary points to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Points**—sets the number of primary points of the star.
- **Inner radius**—controls the length of the points relative to the center of the star.
- **Point radius**—controls the length of the secondary points relative to the center of the star.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.

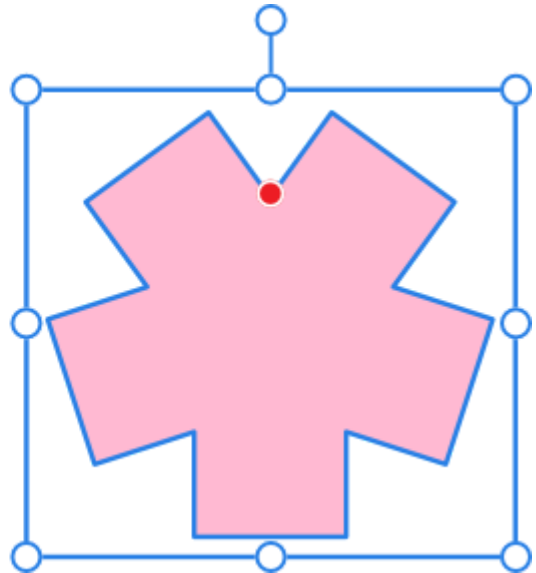


Settings (or Preferences)



Square Star Tool

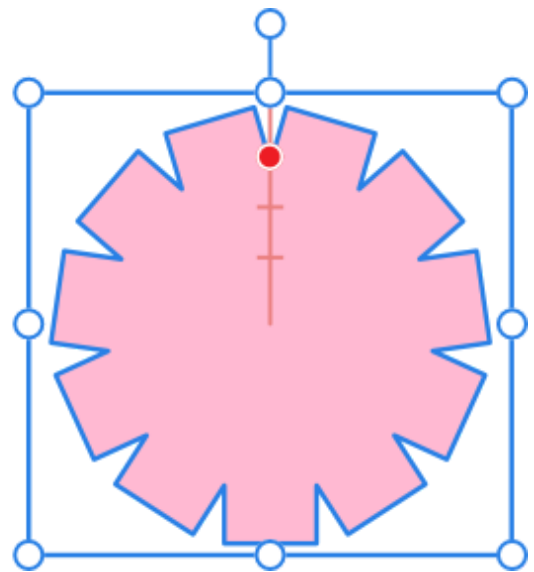
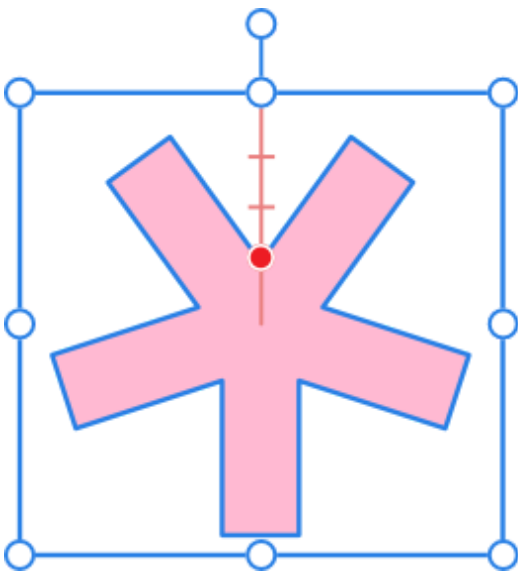
The **Square Star Tool** enables you to create all shapes from crosses to sunbursts quickly and easily.



Default shape and handle position (in red) before customization.

Customization

The **Square Star Tool** has several options on the shape and on the context toolbar to enable the number of sides and the cutout to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Sides**—sets the number of squared points on the shape.
- **Cutout**—controls the width of all squared points by cutting out the region between the shape's selection box and the red shape handle.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



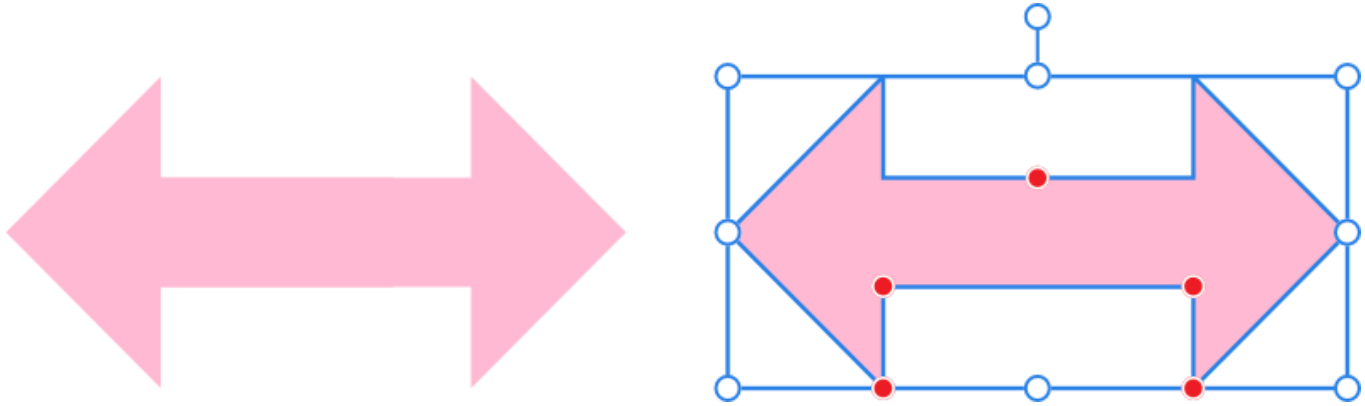
Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):



Arrow Tool

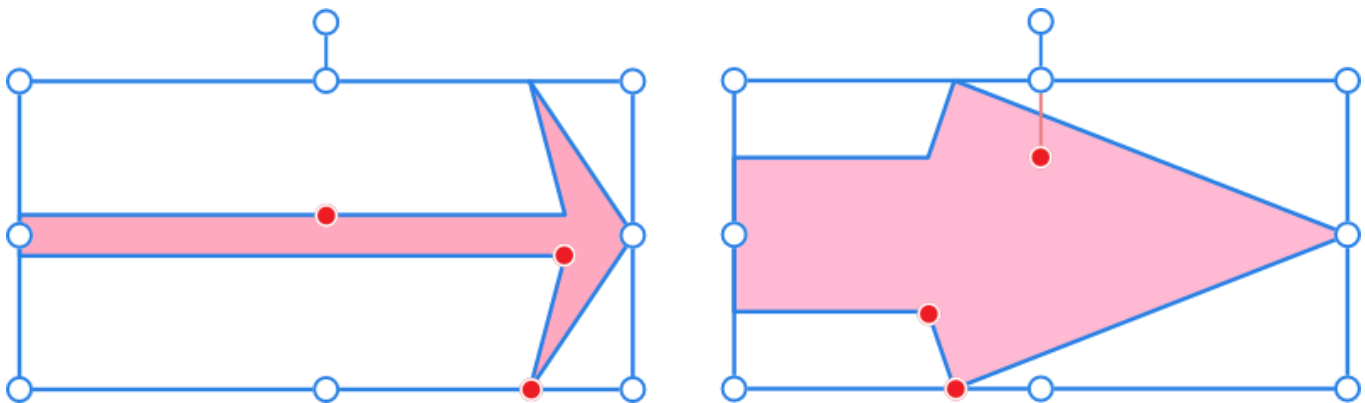
The **Arrow Tool** makes it easy to quickly add arrows to your design.



Default shape and handle position (in red) before customization.

Customization

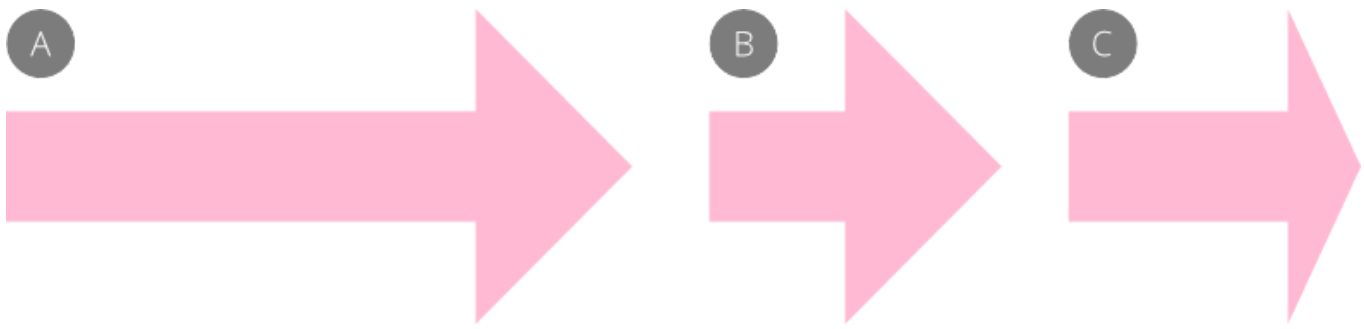
The arrow has several options on the shape and on the context toolbar to enable the body thickness and the shape and size of the arrowhead to be controlled.



Two possible outcomes when the options are customized.

Proportional head sizing

When **Proportional** is checked, if the shape is resized horizontally, the arrowhead retains its proportions and the body shrinks or stretches.



This example shows what happens when you resize an arrow (A) with (B) and without (C) **Proportional** checked.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
- **Style**—click to display a pop-up panel displaying additional style settings.
- **Thickness**—controls the height of the arrow body.
- **Ends**—sets the 'head' style on either end of the arrow.
- **Proportional**—For Left or Right ends, when checked (default), the head proportions remain fixed when the arrow is resized. If this option is off, the head resizes with the design.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill

properties.

Context toolbar options update depending on the **Ends** style selected (see above). Settings may include the following:

- **Length**—controls the length of the arrowhead/tail.
- A control for the depth and shape of the end style.
- **Size**—controls the horizontal width of the arrow tail. (When Proportional is set, 100% represents a perfect circle, square or diamond.)

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Adjust tool handle size**

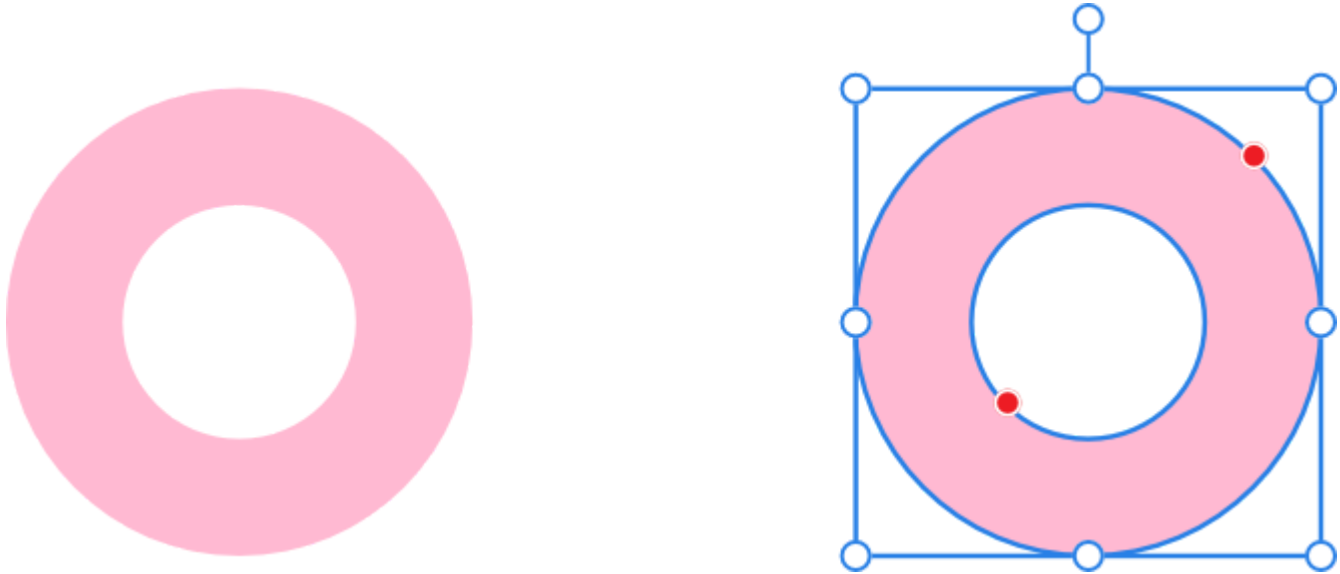
SEE ALSO:

[About geometric shapes](#)

[Draw and edit shapes](#)

Donut Tool

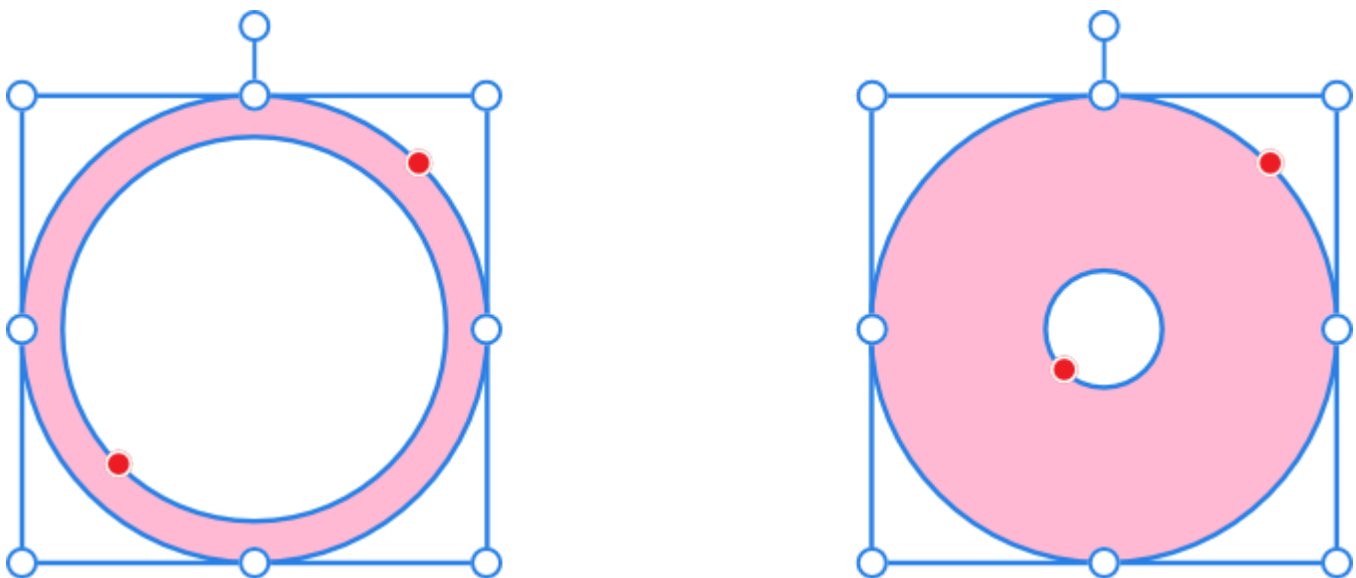
The **Donut Tool** easily creates an ellipse shape with a hole cut out of the center.



Default shape and handle position (in red) before customization.

Customization

The Donut has the option on the shape and on the context toolbar to control the size of the hole and completion of the circle.



Two possible outcomes when the option is customized.

Settings

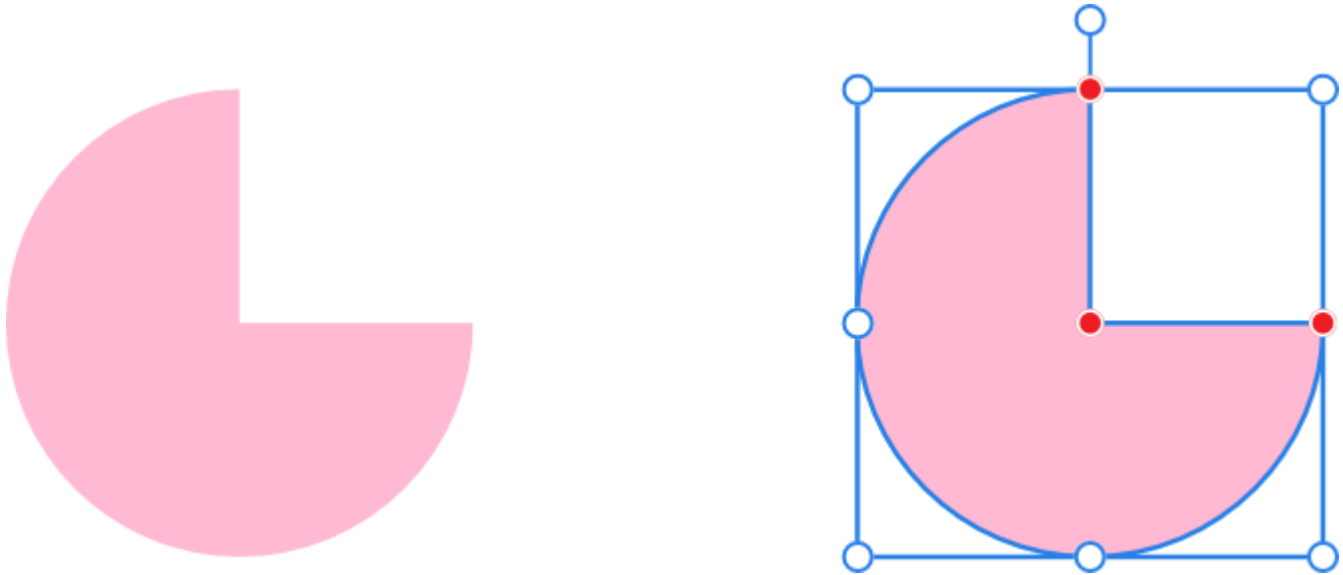
The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Hole radius**—controls the width of the hole at the shape's center.
- **Start/End angle**—sets the position of the start/end stops relative to 360°. The greater the difference in the angles, the larger the portion of pie.
- **Total angle**—sets the position of the total angle relative to the start angle.
- **Invert angles**—switches the Start and End angle values. This converts acute shapes to obtuse (and vice versa) and flips the shape horizontally and/or vertically.
- **Close Pie**—if the circle is incomplete, closes the shape to create a full circle.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.

Pie Tool

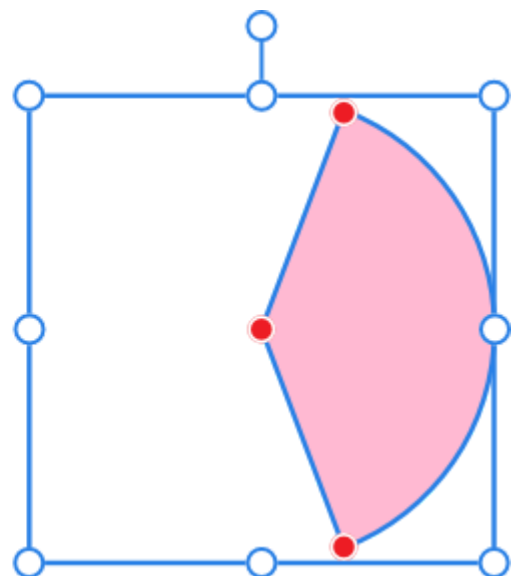
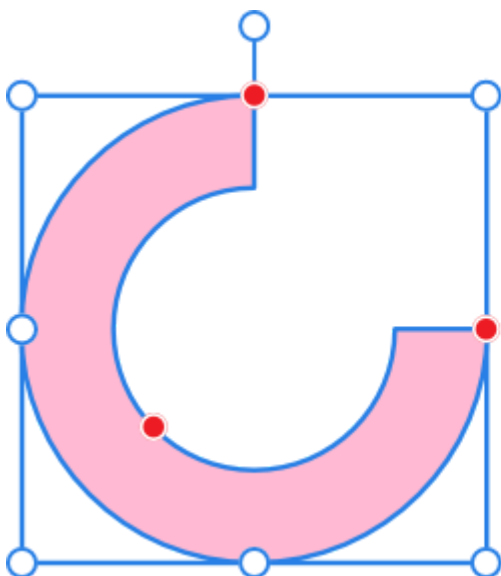
The **Pie Tool** makes it easy to create pie shapes, pie segments and donuts with segments removed. As the segments are geometrically correct, it's easy to create shapes with the exact angle you need for charts and other uses.



Default shape and handle position (in red) before customization.

Customization

The **Pie Tool** has several options on the shape and on the context toolbar to enable the start and end angle and the size of the donut hole to be controlled.



Two possible outcomes when the options are customized.

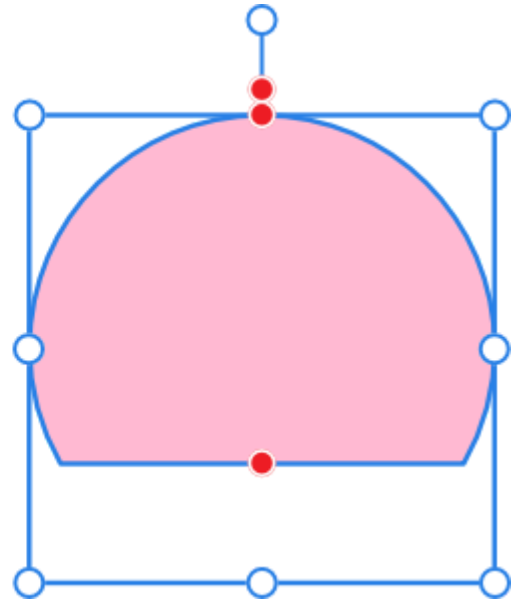
Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Hole radius**—controls the width of the hole at the shape's center.
- **Start/End angle**—sets the position of the start/end stops relative to 360°. The greater the difference in the angles, the larger the portion of pie.
- **Total angle**—sets the position of the total angle relative to the start angle.
- **Invert angles**—switches the Start and End angle values. This converts acute shapes to obtuse (and vice versa) and flips the shape horizontally and/or vertically.
- **Close Pie**—if the circle is incomplete, closes the shape to create a full circle.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

Segment Tool

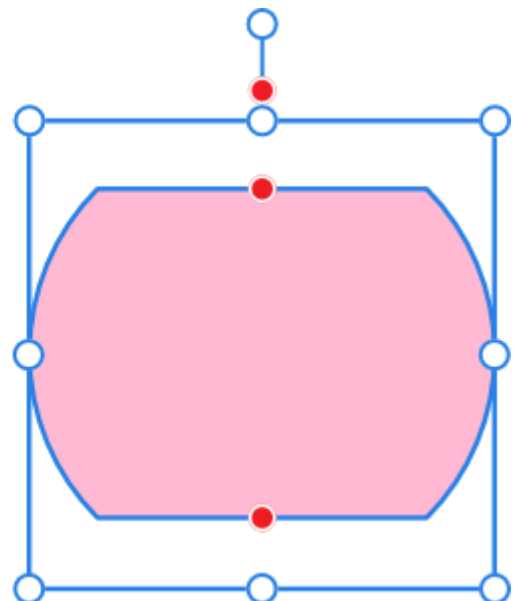
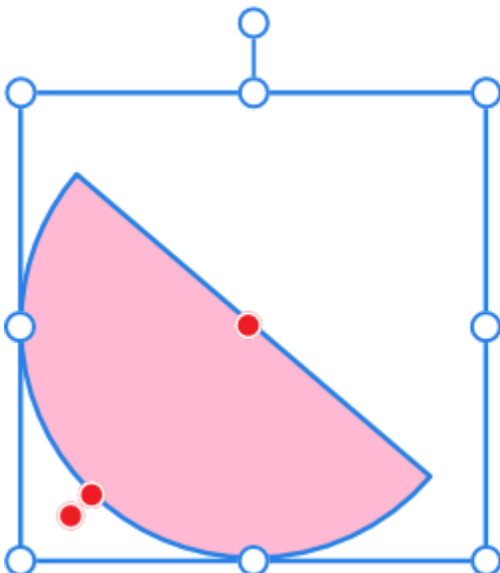
The **Segment Tool** makes it easy to create an ellipse with a percentage removed as a section.



Default shape and handle position (in red) before customization.

Customization

The **Segment Tool** has several options on the shape and on the context toolbar to enable the percentage removed from the upper and lower section of the ellipse, and the angle of the ellipse to be controlled.

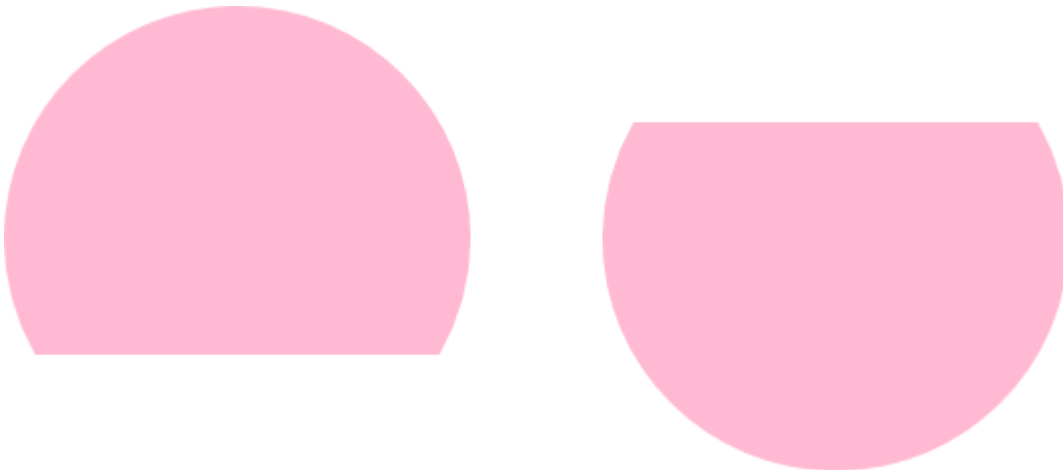


Two possible outcomes when the options are customized.

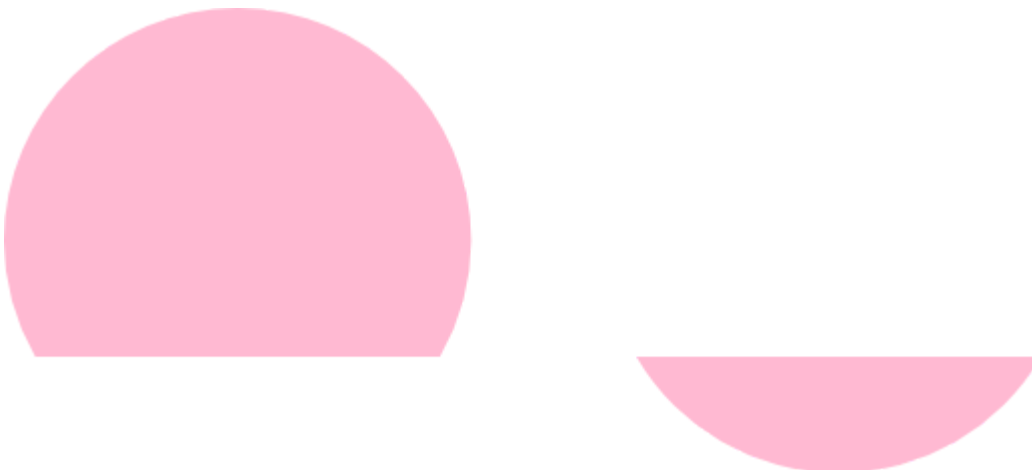
Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Angle**—sets the shape's starting angle.
- **Lower/Upper line**—controls the position of the shape's two straight lines. This determines the thickness of the segment.
- **Mirror**—updates the above settings to give a reversed (flipped) version of the current shape.



- **Negate**—updates the above settings to give the inverse (opposite) of the current shape.



-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

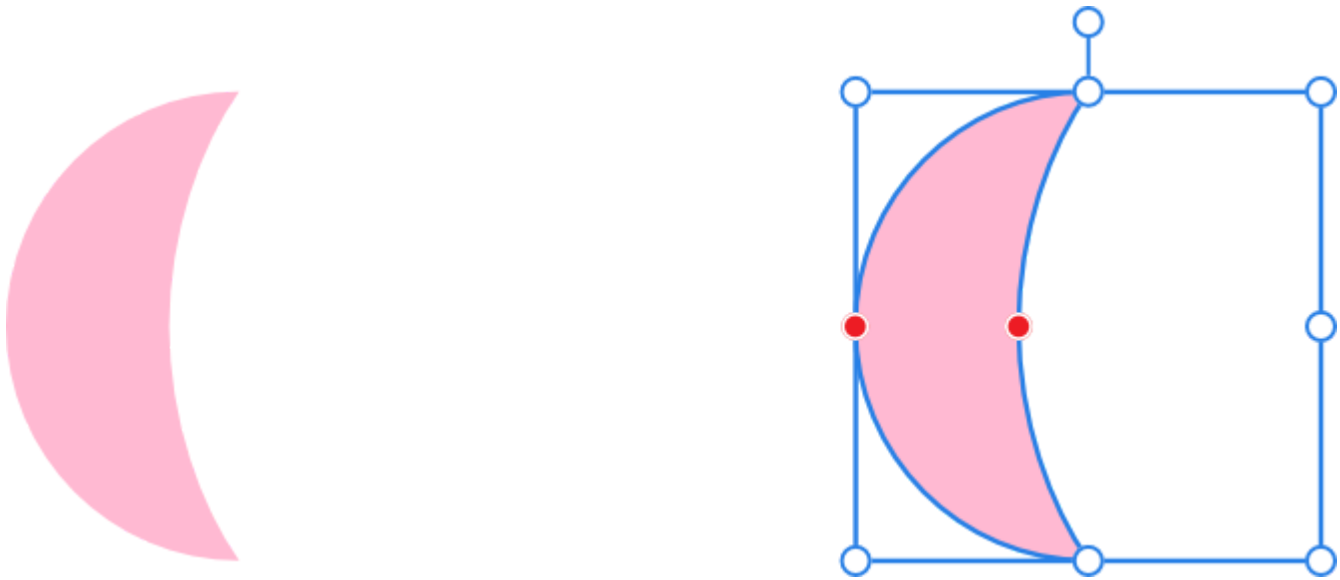
[About geometric shapes](#)

[Draw and edit shapes](#)

[Ellipse Tool](#)

Crescent Tool

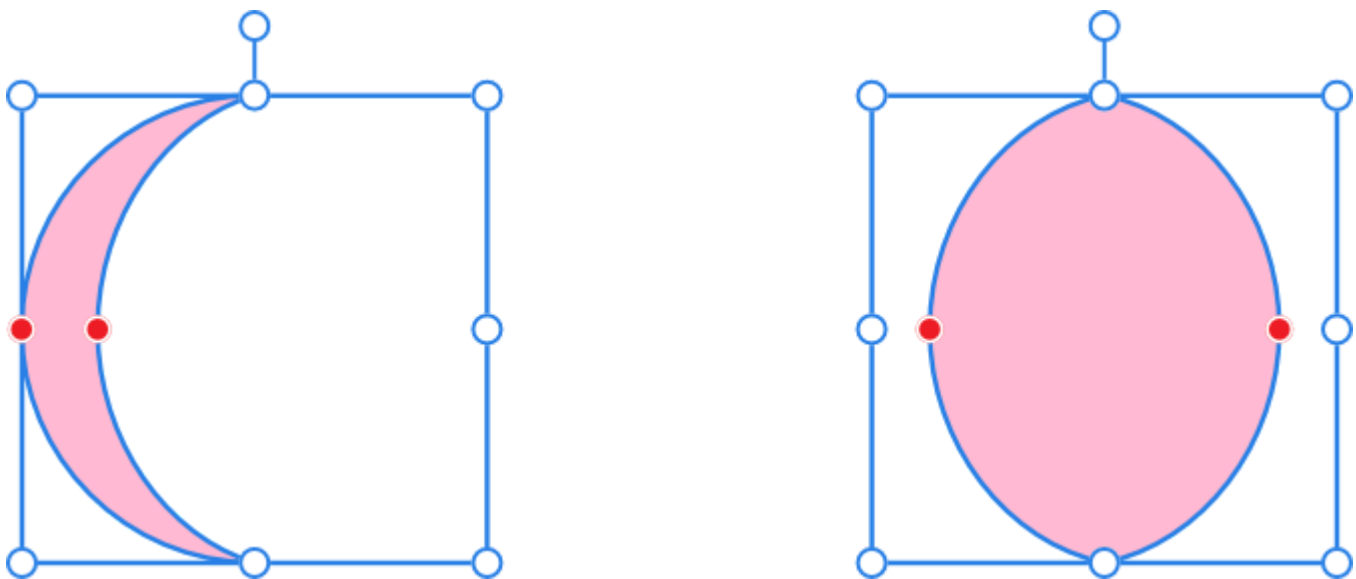
The **Crescent Tool** can be used to create anything from the thinnest 'New Moon' shape to a full ellipse.



Default shape and handle position (in red) before customization.

Customization

The **Crescent Tool** has two options on the shape and on the context toolbar to enable the amount of curve on the left and right side of the shape to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Left/Right curve**—controls the curve of the left/right side of the shape. Negative values move the curve to the left, positive values move the curve to the right.
- **Mirror**—updates the above settings to give a reversed (flipped) version of the current shape.



- **Negate**—updates the above settings to give the inverse (opposite) of the current shape.



-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.

-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

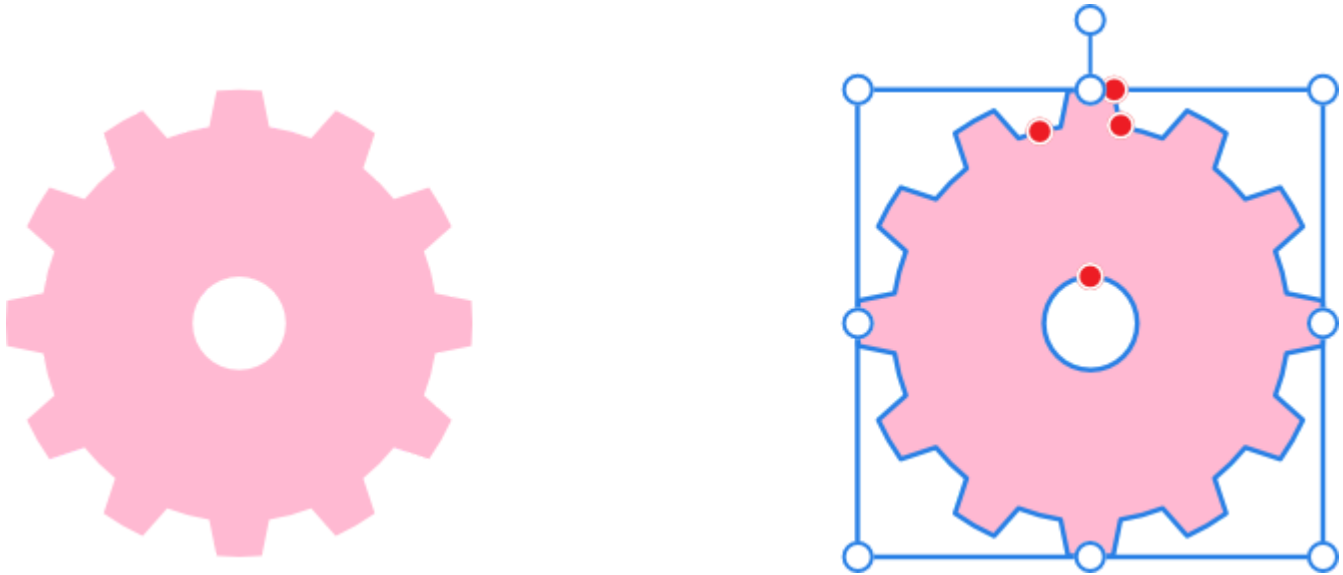
[About geometric shapes](#)

[Draw and edit shapes](#)

[Ellipse Tool](#)

Cog Tool

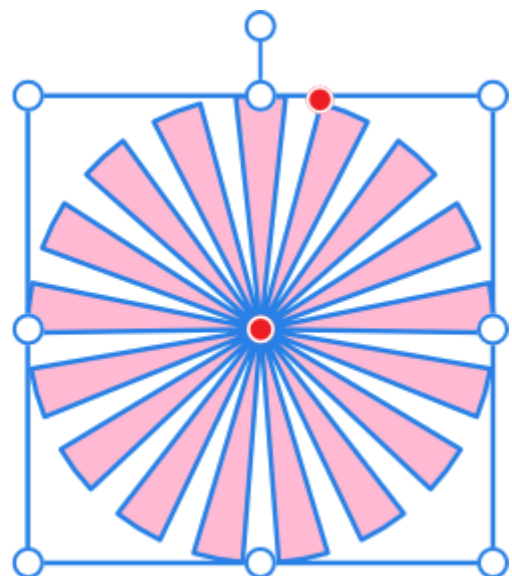
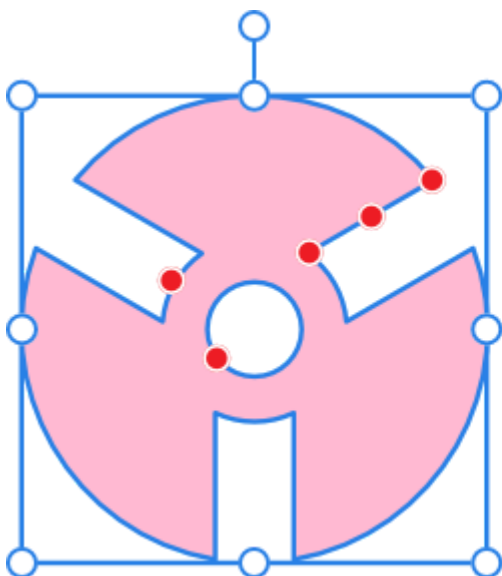
The **Cog Tool** is possibly one of the most versatile shape tools in the shape toolset. It's geometrically accurate and has a wide range of customizable control points to allow you to create a wide range of useful shapes, from cogs to sunbursts!



Default shape and handle position (in red) before customization.

Customization

The **Cog Tool** has several options on the shape and on the context toolbar to enable the number of teeth, tooth and notch size, and inner radius and hole size to be controlled.



Two possible outcomes when the options are customized.

Settings

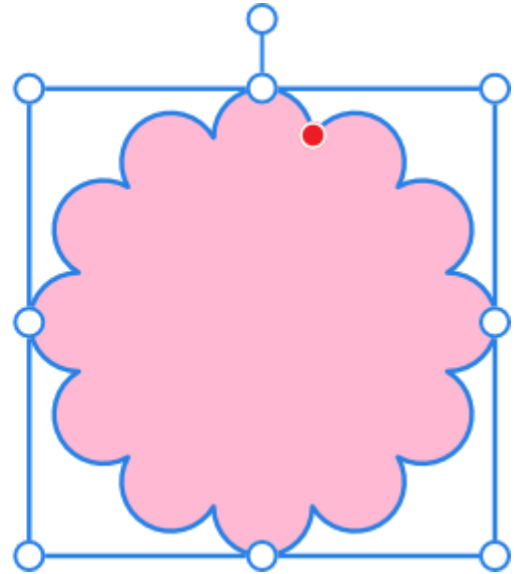
The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Teeth**—sets the number of protrusions on the shape.
- **Inner radius**—controls the width of cog's teeth relative to the width of the shape.
- **Hole radius**—controls the width of the hole at the shape's center.
- **Tooth size**—controls the width of the upper end of the cog's teeth.
- **Notch size**—controls the width of the lower end of the cog's teeth.
- **Curvature**—adds a curved edge to cog teeth.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



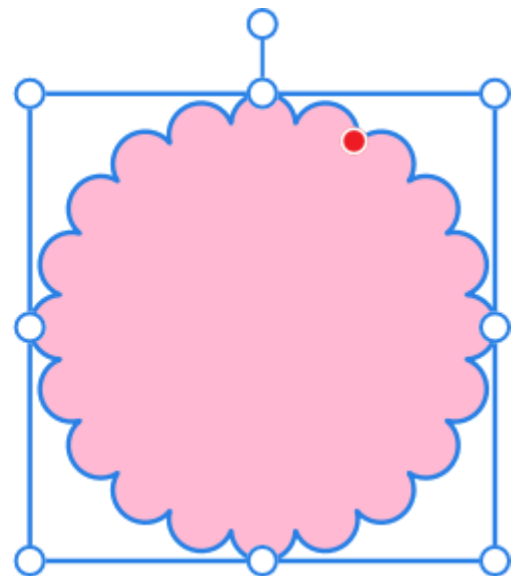
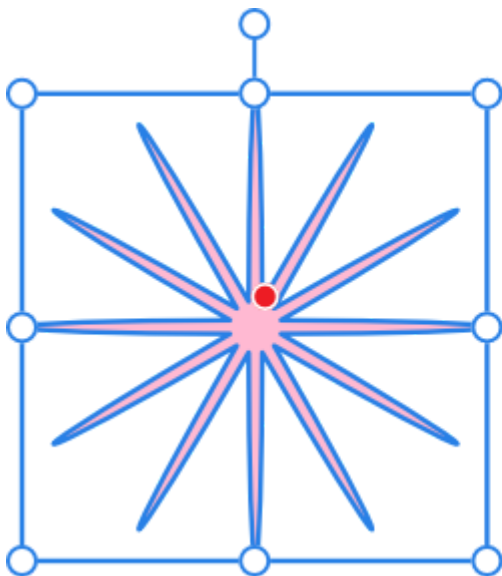
The **Cloud Tool** makes it easy to add clouds to your designs.



Default shape and handle position (in red) before customization.

Customization

The **Cloud Tool** has several options on the shape and on the context toolbar to enable the number of bubbles and the radius of the bubbles to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Bubbles**—sets the number of protrusions on the shape.
- **Inner radius**—controls the length of the bubbles relative to the width of the shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



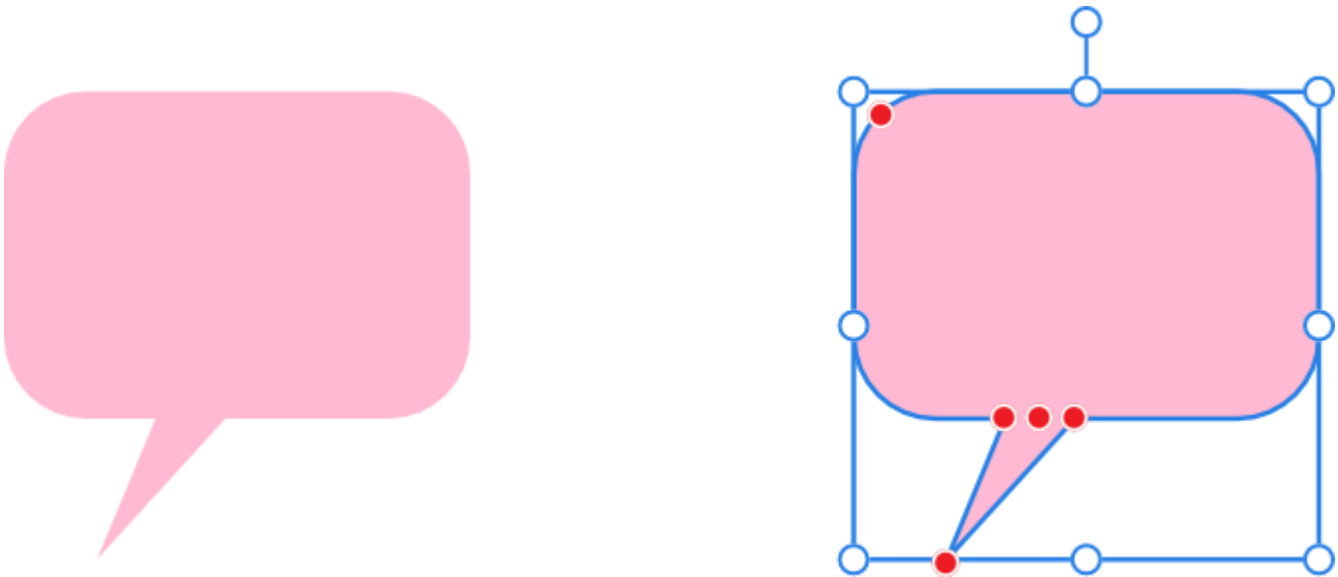
Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

Callout Rounded Rectangle Tool

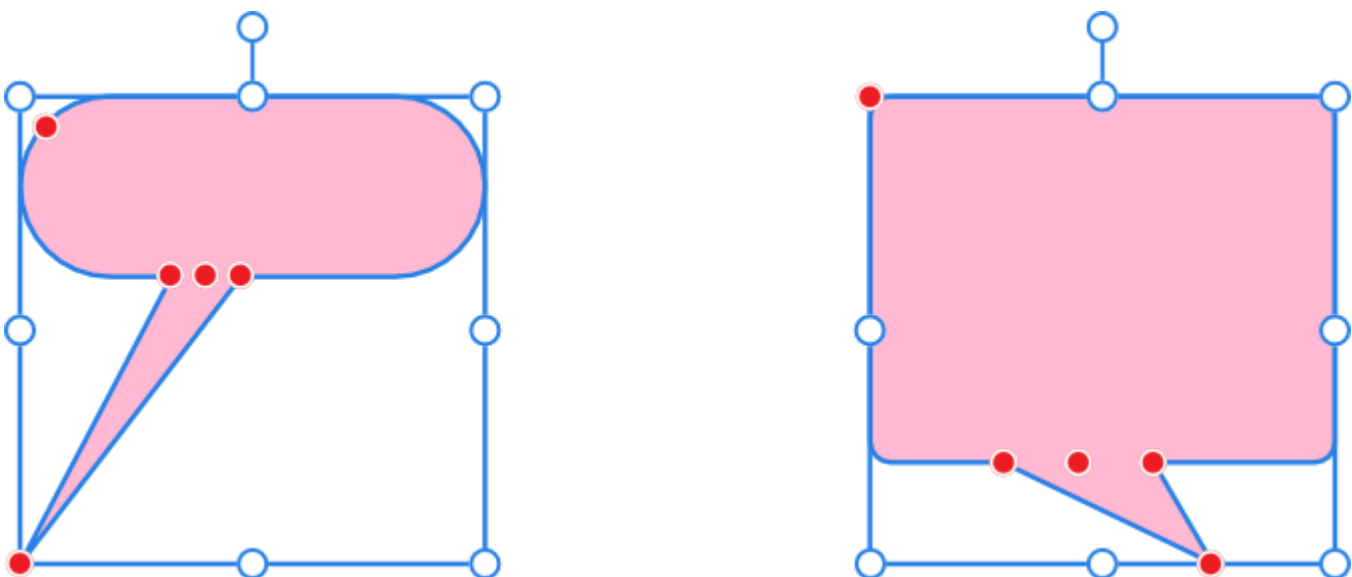
The **Callout Rounded Rectangle Tool** provides a quick way of creating a callout or speech bubble in your design.



Default shape and handle position (in red) before customization.

Customization

The **Callout Rounded Rectangle Tool** has several options on the shape and on the context toolbar to enable the size, shape and position of the tail, the radius of the corners (including the ability to edit each corner separately) and the depth of the callout rectangle to be controlled.



Two possible outcomes when the options are customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Single radius**—when selected (default), allows you to modify all four corners simultaneously by setting one radius. If this option is off, you can set each corner radius individually to create independent rounded (fillet) corners.
- **Absolute sizes**—by default, the corner radius is specified as a percentage of the object and scales as the object is resized. When selected, this option allows you to specify the corner radius in units. If the object is resized, the corner radius remains the same instead of scaling with the object.
- **Radius**—sets the radius of the rectangle's rounded corners.
- **Tail height**—controls the height of the shape's protrusion relative to the height of the shape.
- **Tail end position**—controls the position of the point of the protrusion from left (0%) to right (100%), with 50% representing a central point.
- **Tail position**—controls the position of the protrusion along the base of the shape from left (0%) to right (100%), with 50% representing a central point.
- **Tail width**—controls the width of the protrusion along the base of the shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.

- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

[About geometric shapes](#)

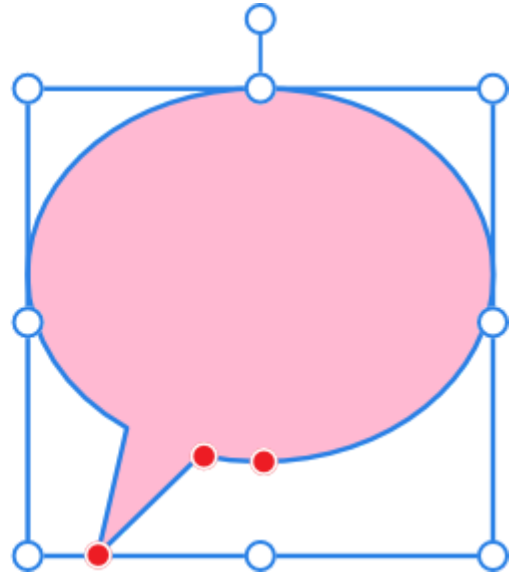
[Draw and edit shapes](#)

[Callout Ellipse Tool](#)

[Rounded Rectangle Tool](#)

Callout Ellipse Tool

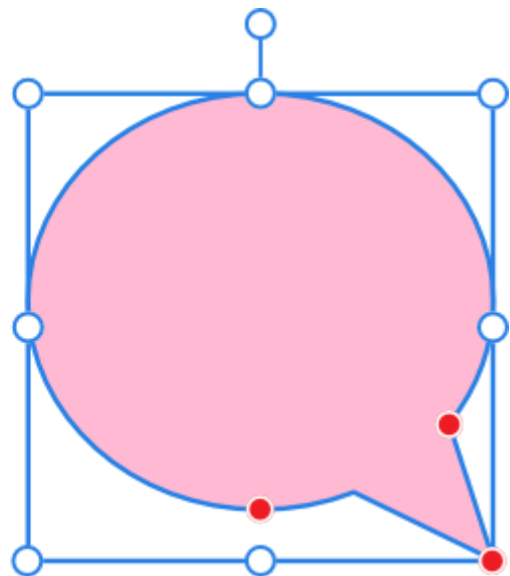
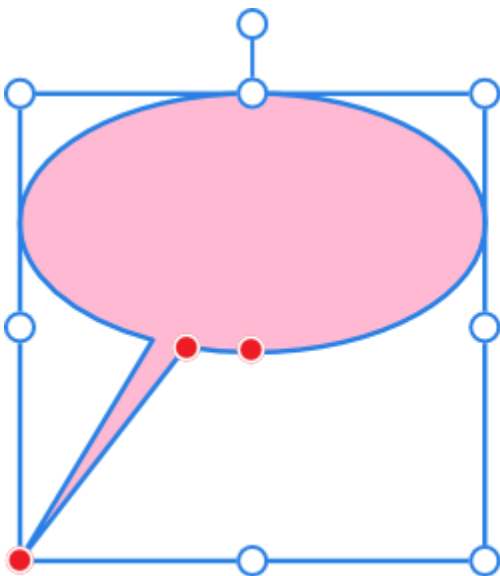
Create traditional looking callouts and speech bubbles with the **Callout Ellipse Tool**.



Default shape and handle position (in red) before customization.

Customization

The **Callout Ellipse Tool** has several options on the shape and on the context toolbar to enable the size, shape and position of the tail, and the depth of the callout ellipse to be controlled.



Two possible outcomes when the options are customized.

Settings

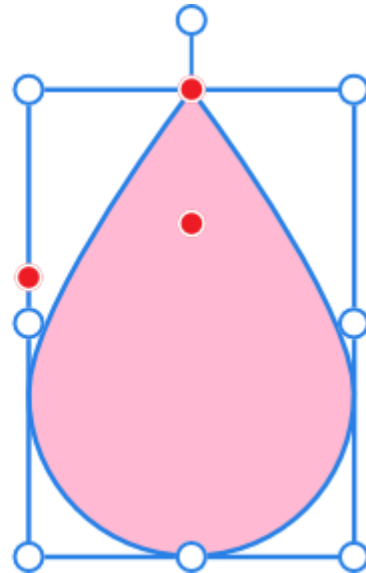
The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Absolute sizes**—by default, the tail height and end position are specified as a percentage of the object and scales as the object is resized. When selected, this option allows you to specify these attributes in units. If the object is resized, the tail height and end position remain the same instead of scaling with the object.
- **Tail height**—controls the height of the shape's protrusion relative to the height of the shape.
- **Tail end position**—controls the position of the point of the protrusion from left (0%) to right (100%), with 50% representing a central point.
- **Tail angle**—controls the width and position of the protrusion along the base of the shape.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.

Tear Tool

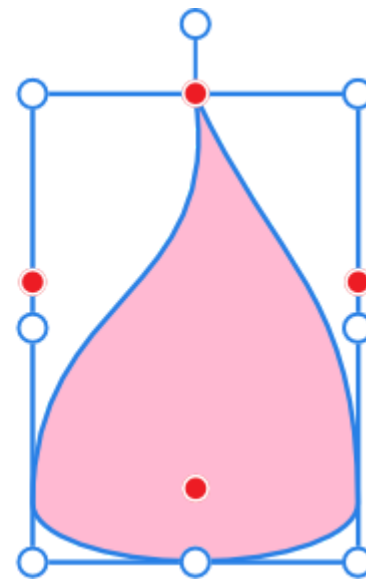
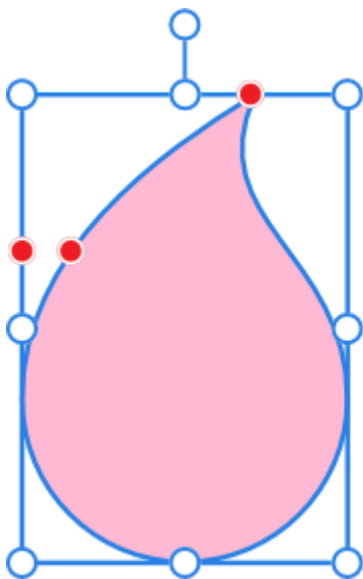
The **Tear Tool** enables you to create many types of tear or droplet shapes quickly and easily.



Default shape and handle position (in red) before customization.

Customization

The **Tear Tool** has several options on the shape and on the context toolbar to enable the ball size, curve, tail position and bend to be controlled.



Two possible outcomes when the options are customized.

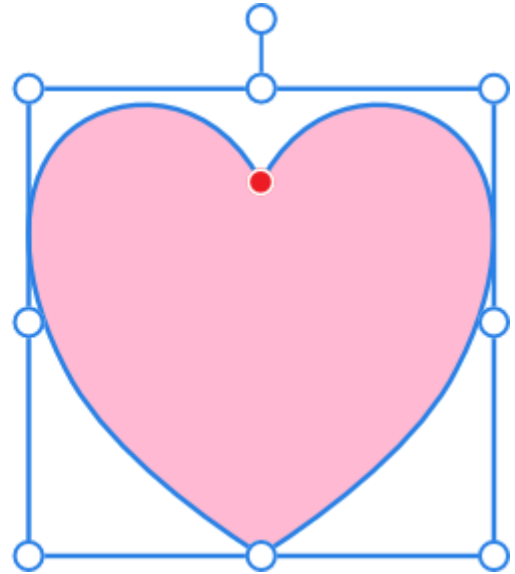
Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Fixed ball size**—by default, the elliptical end of the shape scales as the object is resized. When selected, a new option allows you to specify a fixed size.
 - **Ball size**—controls the curvature of the elliptical end of the shape. A value of 0% gives the shape a completely flat base.
- **Curve**—controls the curvature of the edges which connect the elliptical end of the shape to the point.
- **Tail position**—controls the position of the point of the shape from left (0%) to right (100%), with 50% representing a central point.
- **Bend**—controls additional edge curvature (see **Curve** above). Positive values curve both edges to the right (with the left edge affected more), negative values curve both edges to the left (with the right edge affected more).
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

Heart Tool

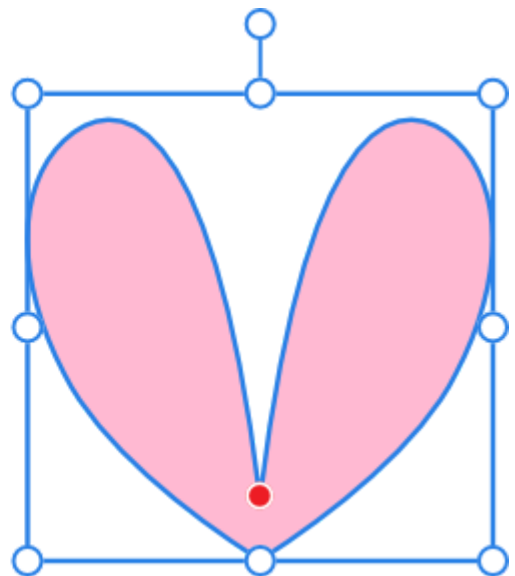
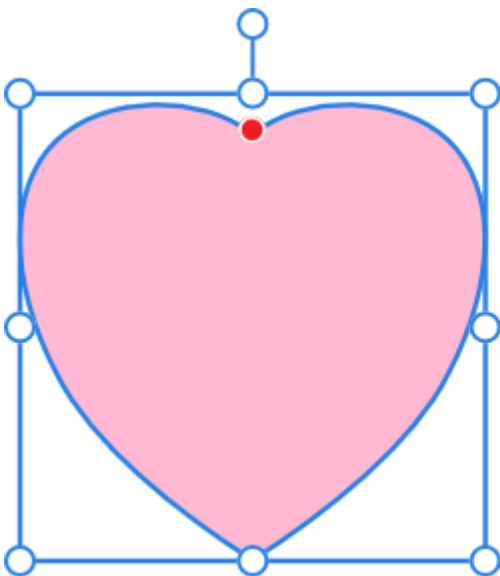
Create heart shapes with variable lobes with the **Heart Tool**.



Default shape and handle position (in red) before customization.

Customization

The **Heart Tool** has the option on the shape and on the context toolbar to enable the height of the lobes to be controlled.



Two possible outcomes when the option is customized.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Spread**—controls the height of the heart's lobes.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

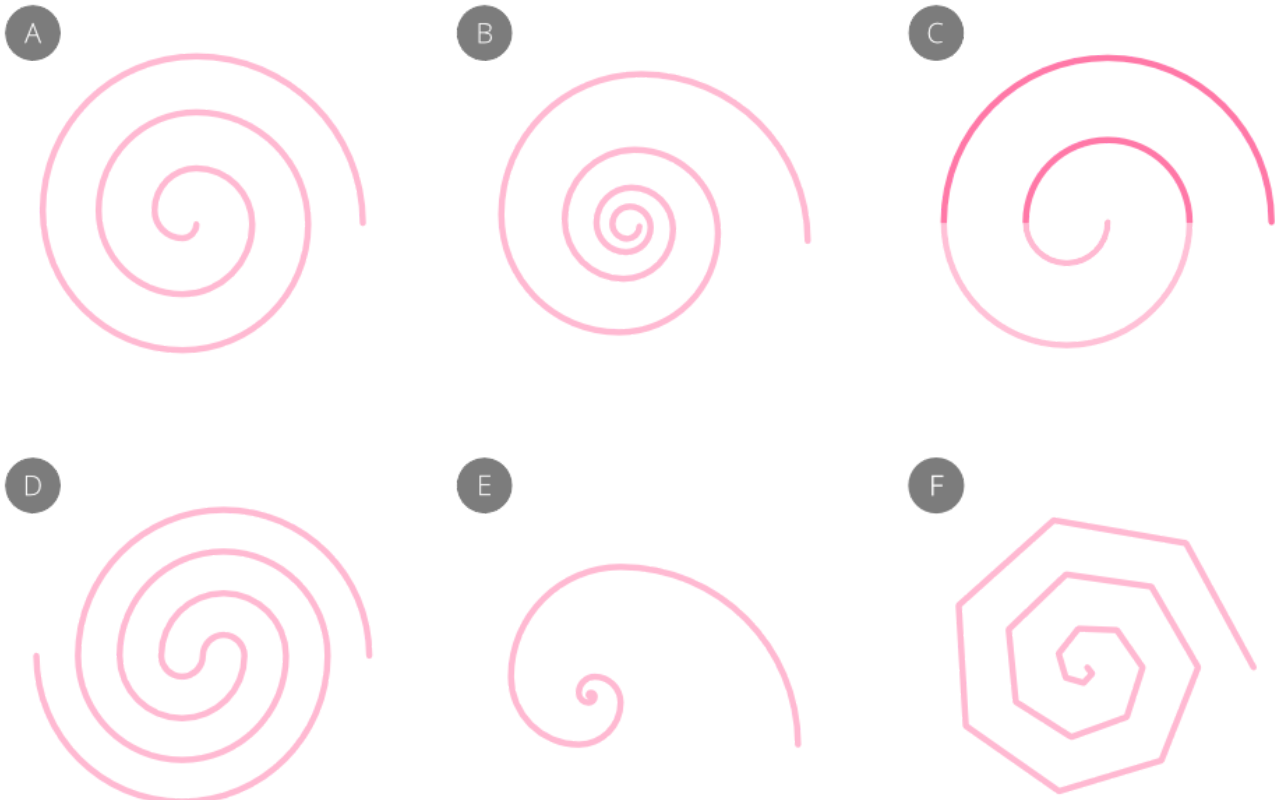
- **Tools>Tool Handle Size**

Spiral Tool

The **Spiral Tool** enables you to create a multitude of different spiral shapes.

Spiral styles

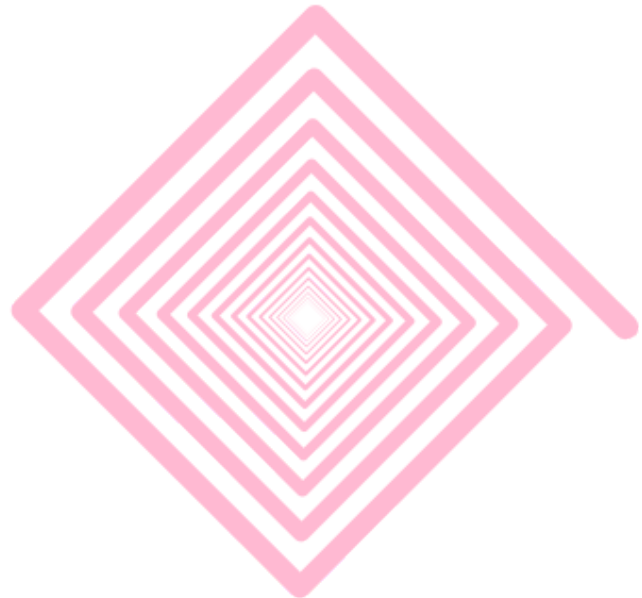
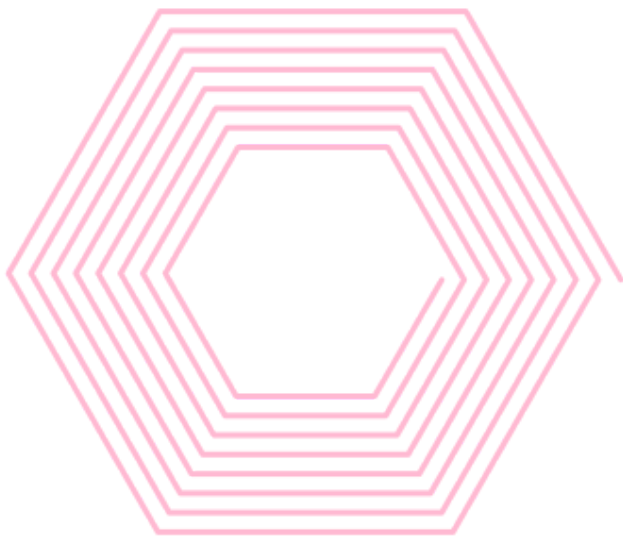
The **Spiral Tool** has several styles and options on its context toolbar to change the spiral's design.



Spiral styles: (A) Linear, (B) Decaying, (C) Semi-circular, (D) Counter semi-circular, (E) Fibonacci, (F) Plotted*

** Shaded semi-circles shown for illustrative purposes*

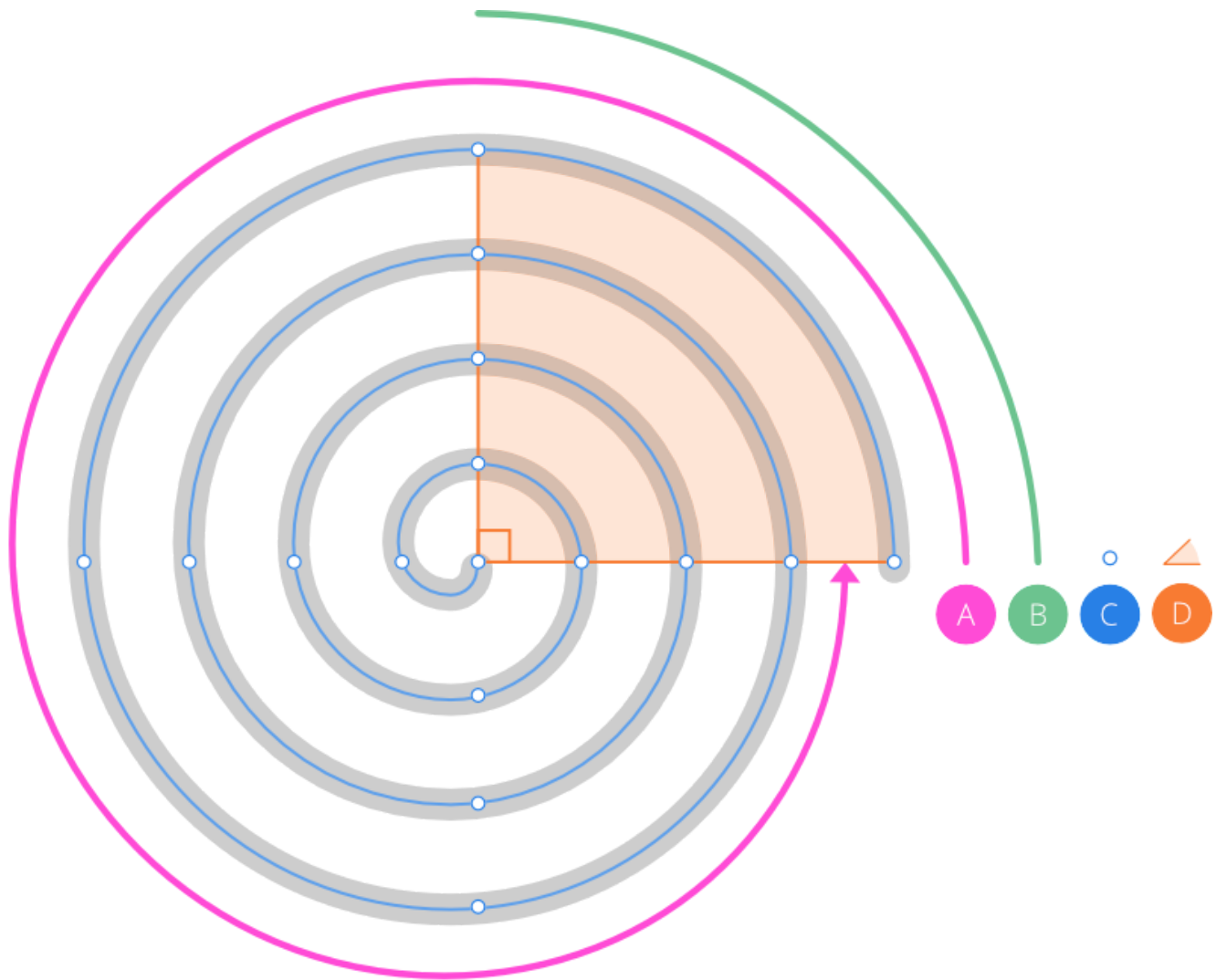
A spiral's appearance can also be dramatically changed by presenting it with straight-line 'cusped' edges.



Spiral examples with cusped edges

About spiral geometry

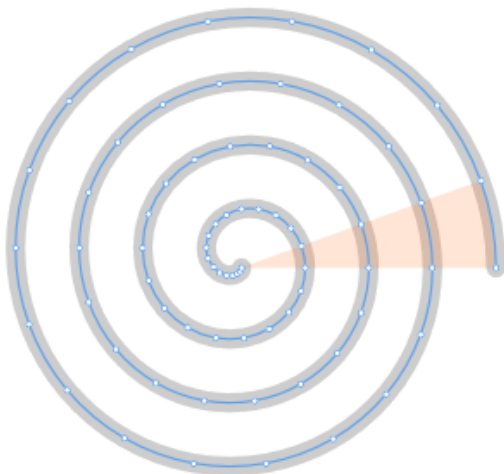
In Affinity, a spiral is made up of a series of arcs stretching its full length; each arc is used to shape the spiral. As the number of turns of the spiral increases, the more arcs are needed to draw the spiral as intended.



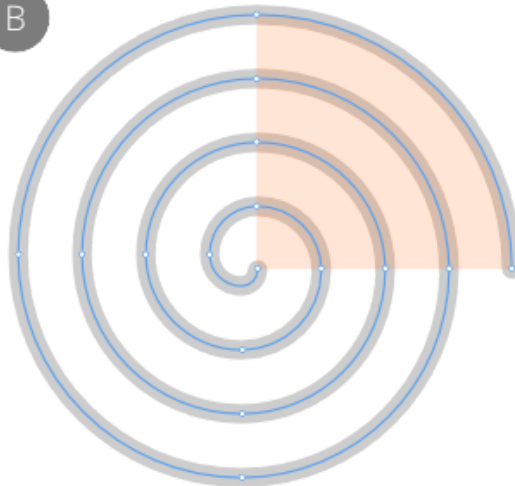
Spiral anatomy: (A) Full turn, (B) Arc, (C) Points, (D) Arc angle (set to 90°)

The arc angle can be increased beyond 90° (default) to create increasingly uneven, and even chaotic, spirals the greater the angle. Points will appear along the spiral at each angle interval and will reposition according to the arc angle.

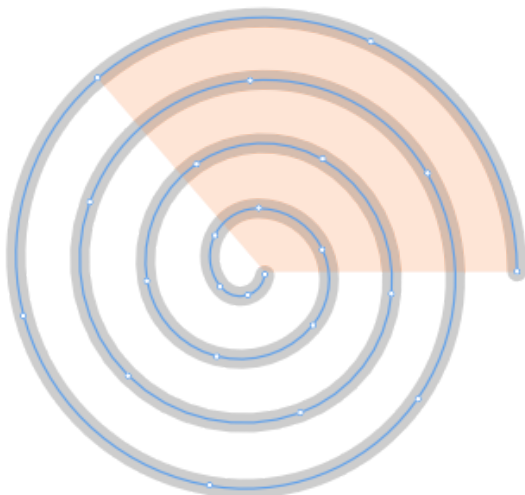
A



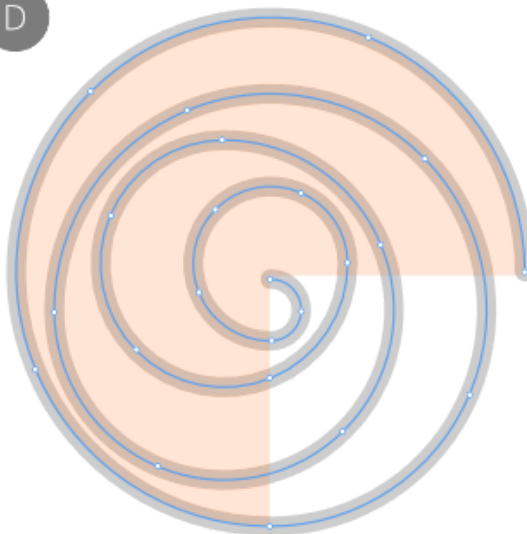
B



C



D



Spiral arc angles (Linear spiral style): (A) 20°, (B) 90°, (C) 130°, (D) 270°

Spirals display a series of non-editable points along their path which help to indicate the shape's geometry and resulting node positions if the spiral is [converted to curves](#).

All spiral styles create logarithmic spirals with the exception of the Plotted style which creates true spirals that are mathematically calculated.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update fill color.
- **Stroke**—click the color swatch to display a pop-up panel to update stroke color.
- **Stroke properties**—set the stroke style, width, joins, cap ends, order and arrowhead settings via a pop-up panel.

-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Style**—select a spiral style for a different look—this can be done in advance of spiral creation or to swap the spiral to another style at any time. (See examples above.)
 - **Linear**—this basic spiral creates an even gap between each spiral turn when the arc angle is >90°; angles exceeding this will create an increasingly uneven look to the spiral the greater the angle. The spiral is drawn inwards towards the spiral center. Settings are:
 - **Arc angle**—sets the angle to which all arcs on the spiral will conform to.
 - **Inner radius**—moves the inner spiral start position out from the object center.
 - **Decaying**—the gap between each spiral turn decreases the nearer the curve gets to the spiral center. This is controlled by a **Decay** value. Settings are:
 - **Arc angle**—sets the angle to which all arcs on the spiral will conform to.
 - **Decay**—sets the percentage decay rate along the spiral from the outer end of the spiral to the spiral center.
 -  **Decay per turn**—the decay rate set by the **Decay** value is calculated across a full turn.
 -  **Decay per arc**—as for **Decay per turn** but the calculation is made across an arc rather than a full turn.
 - **Minimum radius**—sets the least amount that the spiral can decay to at its center.
 -  **Cap inside with circle**—when enabled, a circular cap is used to terminate the inner end of the spiral. When disabled, the inner end of the spiral will remain open.
 - **Semi-circular**—like a Linear spiral but the spiral is composed of semi-circular arcs that double in size as they are drawn outwards from the spiral center; they only have a customizable number of turns.
 - **Counter semi-circular**—like a semi-circular spiral but the spiral doubles back on itself, creating a spiral with two 'tails'.
 - **Fibonacci**—the spiral approximates the golden spiral using quarter turn angles derived from the Fibonacci sequence (0,1,1,2,3,5,8,13); the spiral is drawn out from its center.
 - **Plotted**—this mathematically calculated 'true' spiral has linear lines, called divisions, between points. Settings are:
 - **Divisions**—sets the number of straight-lined divisions on the spiral per turn.
 - **Inner radius**—moves the inner spiral start position out from the object center.
 - **Bias**—controls arc distribution along the spiral by setting the interpolation bias of the spiral.
-  **Use cusped segments**—when enabled, the spiral will have straight lines between points. When disabled (default) the spiral is a continuous curve that winds outwards from the spiral center.
-  **Spiral clockwise**—the spiral winds in a clockwise direction.

-  **Spiral anti-clockwise**—the spiral winds in an anti-clockwise direction.
- **Turns**—increases or decreases the number of winding turns between the start and end of the spiral, counted from the spiral center.
- **Angle of partial turns**—applies the angle to the outside of an arc to add the partial turn. Use for fine control of spiral at ends.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

SEE ALSO:

[About geometric shapes](#)

[Draw and edit shapes](#)



QR Code Tool

The **QR Code Tool** allows you to draw a square in which Affinity generates a QR code for data that you specify via the context toolbar.

 Like other shape tools, the QR Code Tool can be added to the Tools panel as a discrete item via **View > Customize Tools**.

Settings

The following settings can be adjusted from the context toolbar:

- **Fill**—click the color swatch to display a pop-up panel to update the QR code's fill color.
-  **Presets**—click to display a pop-up panel from which you may select an existing preset (if any are available) or create a new preset.
- **Data**—displays the type of data contained in the QR code (e.g. a URL, SMS message, or Wi-Fi network credentials) and the associated data. Click to edit the QR code's data.
-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.
-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

SEE ALSO:



Cat Tool

Cats are cool. Everyone loves cats, especially the guys here on the Affinity team! So if you need a cat to add to your images, the Affinity **Cat Tool** comes to the rescue!



Customization

The Affinity Cat shape tool can't be customized, well, not unless you convert him to curves first. We think he's cool enough.



Activating the Cat Tool

To use the Cat shape tool, you must hold the **Shift** key as you open the Shapes pop-up menu. The Cat Tool will be available in the list.

Settings

The following settings can be adjusted from the context toolbar:

-  **Enable Transform Origin**—displays a movable transform origin about which the shape can be rotated.

-  **Hide Selection while Dragging**—when selected, the object's selection box is temporarily hidden when transforming the object. If this option is off, the selection box remains visible during transformation. The selected behavior persists across all objects unless it is manually switched.
-  **Show Alignment Handles**—when selected, displays alignment handles at the center and edges of the selected object. Hovering over these handles displays a floating guideline across the page. You can drag the handles to position the center or edges of the selected object in line with this guide.
-  **Transform Objects Separately**—when selected, where multiple objects are selected, they can be be resized, rotated and sheared independently of each other instead of transforming the bounding box.
-  **Convert to Curves**—converts the selected object into a series of connected lines and nodes.
- **Keep selected**—when enabled (default), the new shape layer will be selected on creation. When disabled, the new object is deselected which prevents it from adopting the next object's stroke/fill properties.

 To reset any red handle to its default position, simply double-click the handle.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Tool Handle Size**

SEE ALSO:

[About geometric shapes](#)

[Draw and edit shapes](#)

Artistic Text Tool

The **Artistic Text Tool** allows you to add artistic text to your design.

Artistic text, as the name suggests, is best suited to single, prominent words (or phrases) or decorative typographical design. Its key characteristic is that it always scales in relation to its bounding box as it is scaled.

 The Artistic Text Tool and Frame Text Tool are grouped together on the **Tools** panel. Click the triangle in the bottom-right of the displayed icon to access the alternative tool.

Settings

The following settings can be adjusted from the context toolbar:

- **Font Family**—sets the font of the text. Select from the pop-up menu.
- **Font Style**—click to display a pop-up menu with optional formats for the selected font.
- **Font Size**—type directly in the text box or drag the pop-up slider to set the value.
- **Bold/Italic/Underline**—select one or more of these to apply these properties to your text.
- **Font Variations**—when a variable font is applied to the selected text, click to reveal settings for each of the font's adjustable axes.
- **Font Color**—click the color swatch to display a pop-up panel to update fill color.
-  **Character Style**—applies a character style to the selected text. Select from the pop-up menu.
-  **Update Character Style**—updates the character style of the selected text.
-  **Character**—provides access to the [Character](#) panel for advanced text settings.
-  **Paragraph Style**—applies a paragraph style to the selected text or to the paragraph in which the caret currently resides. Select from the pop-up menu.
-  **Update Paragraph Style**—updates the paragraph style of the selected text.
-  **Paragraph**—provides access to the [Paragraph](#) panel for advanced paragraph settings.
-  **Left Align**—sets the paragraph alignment to the left margin.
-  **Center Align**—sets the paragraph alignment to be equidistant from the left and right margins.
-  **Right Align**—sets the paragraph alignment to the right margin.
-  **Justified** (with additional pop-up menu options).

-  **Justified Left**—sets the paragraph alignment to both the left and right margins. The last line of a paragraph is left aligned.
-  **Justified Center**—as with Justified Left, however, the last line of a paragraph is center aligned.
-  **Justified Right**—as with Justified Left, however, the last line of a paragraph is right aligned.
-  **Justified All**—as with Justified Left, however, the last line of a paragraph is justified regardless of length (sometimes known as Force-Justified).
-  **Bulleted List**—inserts a bulleted list.
-  **Numbered List**—inserts a numbered list.
- Paragraph Leading (distance between text baselines)—type directly in the text box or select from the pop-up menu.
-  **Typography**—provides access to the **Typography** panel for advanced typography settings.

 When setting the Leading, specifying a unit of measurement (i.e., mm or inches) will set an **Exact** distance, while specifying a percentage will set a **% Height** based on the text's font size.

SEE ALSO:

[Working with text](#)

[Artistic Text Tool](#)

[Typography panel](#)

[Frame Text Tool](#)

[Text on a path](#)

[Keyboard shortcuts for tools](#)

Frame Text Tool

The **Frame Text Tool** allows you to add a text frame which acts as a container for paragraph text.

Frame text is best suited to working with text which will be presented in paragraphs with a formalized structure and layout. If you want to present text in columns, frame text is the ideal solution.

 The Artistic Text Tool and Frame Text Tool are grouped together on the **Tools** panel. Click the triangle in the bottom-right of the displayed icon to access the alternative tool.

Settings

The following settings can be adjusted from the context toolbar:

- **Font Family**—sets the font of the text. Select from the pop-up menu.
- **Font Style**—click to display a pop-up menu with optional formats for the selected font.
- **Font Size**—type directly in the text box or drag the pop-up slider to set the value.
- **Bold/Italic/Underline**—select one or more of these to apply these properties to your text.
- **Font Variations**—when a variable font is applied to the selected text, click to reveal settings for each of the font's adjustable axes.
- **Font Color**—click the color swatch to display a pop-up panel to update fill color.
-  **Character Style**—applies a character style to the selected text. Select from the pop-up menu.
-  **Update Character Style**—updates the character style of the selected text.
-  **Character**—provides access to the [Character](#) panel for advanced text settings.
-  **Paragraph Style**—applies a paragraph style to the selected text or to the paragraph in which the caret currently resides. Select from the pop-up menu.
-  **Update Paragraph Style**—updates the paragraph style of the selected text.
-  **Paragraph**—provides access to the [Paragraph](#) panel for advanced paragraph settings.
-  **Left Align**—sets the paragraph alignment to the left margin.
-  **Center Align**—sets the paragraph alignment to be equidistant from the left and right margins.
-  **Right Align**—sets the paragraph alignment to the right margin.
-  **Justified** (with additional pop-up menu options).

-  **Justified Left**—sets the paragraph alignment to both the left and right margins. The last line of a paragraph is left aligned.
-  **Justified Center**—as with Justified Left, however, the last line of a paragraph is center aligned.
-  **Justified Right**—as with Justified Left, however, the last line of a paragraph is right aligned.
-  **Justified All**—as with Justified Left, however, the last line of a paragraph is justified regardless of length (sometimes known as Force-Justified).
-  **Top Align**—sets the cell text alignment to adhere to the top margin.
-  **Center Vertically**—sets the cell text alignment to be equidistant from the top and bottom margins.
-  **Bottom Align**—sets the cell text alignment to adhere to the bottom margin.
-  **Justify Vertically**—sets the cell text alignment to both the top and bottom margins.
-  **Bulleted List**—inserts a bulleted list.
-  **Numbered List**—inserts a numbered list.
- **Paragraph Leading**—controls the distance between text baselines (vertical gap between lines) within the paragraph. Type directly in the text box or select from the pop-up menu.
-  **Typography**—provides access to the **Typography** panel for advanced typography settings.

 When setting the Leading, specifying a unit of measurement (i.e., mm or inches) will set an **Exact** distance, while specifying a percentage will set a **% Height** based on the text's font size.

SEE ALSO:

[Working with text](#)

[Frame Text](#)

[Artistic Text Tool](#)

[Typography panel](#)

[Keyboard shortcuts for tools](#)



Flood Select Tool

The **Flood Select Tool** enables you to select pixels of a similar color.

Pixels added to a selection are determined by the color of the pixel or adjacent pixels under the tool when you click or drag across the page, respectively. The dragging operation controls the selection tolerance, i.e. how much the selection will grow to encompass pixels of similar color values under the cursor.

Settings

The following settings can be adjusted from the context toolbar:

- **Mode**—select from **New**, **Add**, **Subtract**, and **Intersect**.
- **Source**—the source determines the layer(s) from which the pixels are sampled. Select from the pop-up menu.
- **Tolerance**—sets the range of pixels affected when a pixel is clicked. For lower tolerance settings, pixels must be very close in value to the clicked pixel. For higher tolerance settings, pixel color can vary widely from the clicked pixel.
- **Contiguous**—when enabled, only selects a range of pixels within the same area. If disabled, similar pixel ranges will be selected even if they are separated and in different parts of the image.
- **Antialias**—when enabled (default), the option helps to prevent jagged and/or pixelated edges.
- **Refine**—click to display the [Refine Selection](#) dialog to access advanced selection settings.

About selection modes

The four modes available from the context toolbar affect how your selection develops.

- **New**—cancels all current selections and creates a new selection.
- **Add**—adds areas to the current selection. If there is no selection in place, a new selection will be created.
- **Subtract**—removes areas from the current selection.
- **Intersect**—a new selection area is created from the overlap between the newly added selection area and the current selection.



Modifier keys

The following modifier keys can be used to aid in the creation of selections:

- **Drag** while making selections to set tolerance and to select areas.
- Pressing the **Shift** key while dragging adds to the current selection.
- Pressing the **Alt** key while dragging removes areas from the current selection.

SEE ALSO:

[Creating pixel selections](#)

[Refining pixel selection edges](#)

[Selection Brush Tool](#)

[Marquee Selection Tool](#)



Marquee Selection Tools

The Marquee Selection Tools provide various ways of applying selections to your image.

The Marquee Selection Tools are available in various shapes including **Rectangular**, **Elliptical**, **Column**, and **Row**. All marquees are applied by simply selecting the desired shape and then dragging on your image.

A **Freehand Selection Tool** is also available for defining the selection area as a drawn pencil line, polygonal straight line edges, or snapped magnetic nodes.

Settings

The settings for each tool vary but may include some or all of the following settings, which can be adjusted from the context toolbar:

- **Mode**—select from **New**, **Add**, **Subtract**, and **Intersect**.
- **Refine**—click to display the [Refine Selection](#) dialog to access advanced selection settings.
- **Feather**—reduces the sharpness of selection edges by partially selecting edge pixels.
- **From Center**—when enabled, the selection will be drawn from its center. This is exclusive to the Rectangular Marquee Tool and Elliptical Marquee Tool.
- **Antialias**—if this option is off, pixels at the edge of the selection are opaque. When selected (default), selection edges are smoothed by applying transparency to edge pixels.
- **Width**—sets the width of the **Column** or **Row** selection tools.

About selection modes

The four modes available from the context toolbar affect how your selection develops.

- **New**—cancels all current selections and creates a new selection.
- **Add**—adds areas to the current selection. If there is no selection in place, a new selection will be created.
- **Subtract**—removes areas from the current selection.
- **Intersect**—a new selection area is created from the overlap between the drawn shape and the current selection.

Freehand selection types

The **Freehand Selection Tool** offers three distinct selection types:

- **Freehand**—creates a selection which follows the cursor's exact movements.
- **Polygonal**—creates a selection based on connected straight lines with a single click defining each change in direction.
- **Magnetic**—creates a selection by creating automatic nodes that snap to distinct edges while following the cursor's movement. Click to define custom node positions.

When drawing a Freehand selection, you can manually pan the document view by holding **Spacebar** and dragging, then release the **Spacebar** to continue drawing your selection. This also applies when Polygonal is selected and you drag to momentarily make a Freehand selection.

When drawing a Polygonal or Magnetic selection, the document view will automatically pan when the cursor approaches one of its edges. For Magnetic selections, if auto-panning causes unwanted nodes to be created, use the Undo command to remove them.



Modifier keys

When using the Freehand Selection Tool, the following modifier keys can be used to aid in the creation of selections:

- The **Shift** key temporarily switches to **Polygonal** if using **Freehand**.
- The **Shift** key temporarily switches between **Polygonal** and **Magnetic**.
- If using **Polygonal** and **Magnetic**, dragging will temporarily invoke **Freehand**.
- Holding the **Alt** key temporarily switches the mode to Subtract if using **Freehand**.

Marquee Selection Tools



Modifier keys

With the **Rectangular Marquee Tool** and **Elliptical Marquee Tool** active, the following modifier keys can be used to aid in the creation of selections:

- Pressing the **Ctrl** key while dragging constrains the marquee's proportions.
- Pressing the **Shift** key while dragging adds to the current selection.
- Pressing the **Alt** key while dragging removes areas from the current selection.

- Pressing the **Ctrl** key while dragging inside the current marquee selection repositions it.

When using the **Column Marquee Tool** and **Row Marquee Tool**, the above modifier keys' operations also apply, with the following difference:

- Pressing the **Ctrl** key while dragging creates a range.



Settings (or Preferences)

Related behaviors can be adjusted from [the app's settings](#):

- **Tools>Select object when intersects with selection marquee**

SEE ALSO:

[Creating pixel selections](#)

[Refining pixel selection edges](#)

[Selection Brush Tool](#)

[Keyboard shortcuts for tools](#)



Selection Brush Tool

The **Selection Brush Tool** allows you to select a region of your image by painting.

The **Selection Brush Tool** functions in a similar way to the other brushes in Pixel Persona. By simply dragging on your image, you can add or remove regions from a selection. The selection will grow or shrink depending on the brush settings.

Settings

The following settings can be adjusted from the context toolbar:

- **Mode**—sets the way in which your selection develops as you paint:
 - **Add**—the brush stroke adds areas to the current selection. If there is no selection in place, you will create a new selection by painting.
 - **Subtract**—the brush stroke removes areas from the current selection.
- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Snap to edges**—selection is expanded to the edges of objects underneath the brush stroke.
- **All layers**—if this option is off (default), the selection is only applied to the current layer. When selected, the selection applies to all layers in your image.
- **Refine**—click to display the [Refine Selection](#) dialog to access advanced selection settings.

SEE ALSO:

[Creating pixel selections](#)

[Marquee Selection Tools](#)

[Keyboard shortcuts for tools](#)



Dodge Brush Tool

Dodging is a technique used in photography to control exposure and make areas of a photo lighter.

The **Dodge Brush Tool** allows you to precisely lighten areas of your image, and even limit the effect to just shadows, highlights or midtones. The effect is cumulative—the more you paint over an area, the more pronounced the lightening effect will be.

💡 When using this brush you'll get the best results by using a low opacity setting and gradually building up the effect.

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. Type directly in the text box or drag the pop-up slider to set the value.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the [Brushes](#) dialog to access advanced brush settings.
- **Force pressure to control size**—Click to control brush stroke size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.
- **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
- **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
- **Lock**—when checked, prevents the symmetry line from being moved.

- **Tonal Range**—limits the effect to a specific tonal range. Choose **Shadows**, **Midtones** or **Highlights** from the pop-up menu.
 - **Protect Hue**—when selected, the color tone remains faithful to the original hue.
 - **Wet Edges**—builds paint up along the edges of your pixel brush stroke, producing a watercolor effect. Check **Custom** and either apply a preset **Standard profile** or draw a custom profile using the chart; both subtly changes how watery the stroke appears.
-

SEE ALSO:

[Paint Brush Tool](#)

[Painting pixel brush strokes](#)

[Retouch](#)

[Burn Brush Tool](#)

[Keyboard shortcuts for tools](#)



Burn Brush Tool

Burning is a technique used in photography to control exposure and make areas of a photo darker.

The **Burn Brush Tool** allows you to precisely darken areas of your image, and even limit the effect to just shadows, highlights or midtones. The effect is cumulative—the more you paint over an area, the more pronounced the darkening effect will be.

💡 When using this brush you'll get the best results by using a low opacity setting and gradually building up the effect.

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. Type directly in the text box or drag the pop-up slider to set the value.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the [Brushes](#) dialog to access advanced brush settings.
- **Force pressure to control size**—Click to control brush size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.
- **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
- **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
- **Lock**—when checked, prevents the symmetry line from being moved.

- **Tonal Range**—limits the effect to a specific tonal range. Choose **Shadows**, **Midtones** or **Highlights** from the pop-up menu.
 - **Protect Hue**—when selected, the color tone remains faithful to the original hue.
 - **Wet Edges**—builds paint up along the edges of your pixel brush stroke, producing a watercolor effect. Check **Custom** and either apply a preset **Standard profile** or draw a custom profile using the chart; both subtly changes how watery the stroke appears.
-

SEE ALSO:

[Paint Brush Tool](#)

[Painting pixel brush strokes](#)

[Dodge Brush Tool](#)

[Keyboard shortcuts for tools](#)



Smudge Brush Tool

The **Smudge Brush Tool** allows you to drag color around an image, similar to dragging a brush or finger through wet paint. It can be used to blend colors and create interesting brush effects.

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Force pressure to control size**—Click to control brush size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Strength**—defines the extent to the smudging. Type directly in the text box or drag the pop-up slider to set the value.
- **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
- **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
- **Lock**—when checked, prevents the symmetry line from being moved.

SEE ALSO:

[Paint Brush Tool](#)

[Painting pixel brush strokes](#)



Blur Brush Tool

You can use the **Blur Brush Tool** to blur hard edges within an image. The effect is cumulative so the more you paint over an area, the more pronounced the blur effect will be. The blur is only applied to pixels on the currently selected layer and will not affect vector objects.

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. Type directly in the text box or drag the pop-up slider to set the value.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the [Brushes](#) dialog to access advanced brush settings.
- **Force pressure to control size**—Click to control brush size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.
- **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
- **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
- **Lock**—when checked, prevents the symmetry line from being moved.

 For a sharpen effect while the tool is still active, press the **Alt** key as you paint.

SEE ALSO:



Sharpen Brush Tool

Sharpening increases the contrast of neighboring pixels. The **Sharpen Brush Tool** gives you full control over the areas that are sharpened and has a cumulative affect. You can easily apply clarity and unsharp mask sharpening selectively with a few strokes of a brush!

Settings

The following settings can be adjusted from the context toolbar:

- **Width**—the brush (stroke) size in pixels. Type directly in the text box or drag the pop-up slider to set the value.
- **Opacity**—how see-through the brush is. Type directly in the text box or drag the pop-up slider to set the value.
- **Flow**—how fast the brush effect is applied (1% is very slow, 100% is immediate). Type directly in the text box or drag the pop-up slider to set the value.
- **Hardness**—how hard the edges of the brush are. The brush appears softer as the percentage decreases. Type directly in the text box or drag the pop-up slider to set the value.
- **More**—click to display the [Brushes](#) dialog to access advanced brush settings.
- **Force pressure to control size**—Click to control brush size with pressure if using a pressure-sensitive device. This overrides brush defaults.
- **Stabilizer**—enables stroke stabilization using either a **Rope stabilizer** or **Window stabilizer** mode; the former drags the stroke end by a 'rope' to smooth the stroke but lets you introduce sharp corners at increasing rope **Length** (radius) values by redirecting the slackened rope; the latter will smooth the stroke by averaging sampled input positions within a **Window** whose size is configurable.
- **Symmetry**—when set to greater than 0, repeats the brush stroke around a number of axes (defined by the symmetry value). The center axis point can be repositioned by click-dragging it.
- **Mirror**—with symmetry enabled, causes brush strokes to be mirrored along the X and Y axis.
- **Lock**—when checked, prevents the symmetry line from being moved.
- **Mode**—determines the sharpening effect to be applied. Select from the pop-up menu.
- **Wet Edges**—builds paint up along the edges of your pixel brush stroke, producing a watercolor effect. Check **Custom** and either apply a preset **Standard profile** or draw a custom profile using the chart; both subtly changes how watery the stroke appears.

About the sharpening modes

The three modes available from the context toolbar have slightly different effects on the underlying pixels.

- **Clarity**—increases local contrast.
- **Unsharp Mask**—increases contrast of edge pixels.
- **Harsh**—increases contrast on all pixels.

💡 When using this brush you'll get the best results by using either low opacity or flow settings and then gradually building up the effect.

💡 For a blur effect while the tool is still active, press the **Alt** key as you paint.

SEE ALSO:

[Paint Brush Tool](#)

[Painting pixel brush strokes](#)

[Blur Brush Tool](#)



Slice Tool

The **Slice Tool** allows you to create and edit drawn export areas, called slices, so you can select portions of your design to be exported as individual graphics.

As an alternative to drawing slices using the tool, selected objects and layers can also be made into automatically-sized slices.

 Available in Export Persona only.

Settings

The following settings can be adjusted from the context toolbar:

- **Revert to auto sized**—resets the dimensions of a resized slice created from a layer back to its original size.

SEE ALSO:

[Exporting using Export Persona](#)

[Export](#)

[Keyboard shortcuts for tools](#)